MIHAIL GABEROV

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EMPLOYMENT

Lead Software Engineer	**Playtech**, Bulgaria	**Nov 2019 - present**

- Main achievements/milestones: •Updated and configured the setup and the build processes of the project via latest Webpack version – it was version 2.x when joined the company, updated it to 4.x. • Implemented new login page to be used internally or externally (by other licensees), which brought fresh and modern look, and positive feedback. • Implemented new Cash Out functionality, which increases player's engagement by appx 30%. •Participated in building new Scheduled tournaments functionality, which are proved to bring more than 300% increase of revenue from current and new players.
- Developing and maintaining new generation Porker web client (ReactJS & TypeScript)
- Providing guidance and support to other tech members
- Staying up to speed with the discipline – best practices, new technologies, recurring problems
- Sharing insights with interested tech members – CoP meetings, workshops, presentations
- Defining and proving practices before implementation – standards, patterns, processes, technologies
- Contributing to new deliveries to ensure the practices are followed
- Contributing to the continuous improvement of existing products (with architecture)

Principal JavaScript Developer	**William Hill**, Gibraltar	**Jun 2019 – Nov 2019**

- Providing guidance and support to other tech members – co-located with delivery teams
- Staying up to speed with the discipline – best practices, new technologies, recurring problems
- Sharing insights with interested tech members – CoP meetings, workshops, presentations
- Defining and proving practices before implementation – standards, patterns, processes, technologies
- Contributing to upcoming deliveries – going through Ideas To Concept process
- Contributing to new deliveries to ensure the practices are followed
- Recruitment – tech interviews, guidelines, exercises to be used for variety of engineering challenges
- Contributing to the continuous improvement of existing products (with architecture)

Lead Software Engineer	**Epam Systems**, Switzerland	**Jan 2018 – May 2019**

UBS E-Banking

- Implemented new Onboarding Wizard tool, used by new customers (or existing ones which use e-banking features explained in the wizard).
- Implemented an internal Node.js based tool which allowed all front-end developers to run test their code against real environments, but locally, thus with more relevant data. It reduces time spent for testing with more than 75% and the misalignment between the different teams was taken to minimum.
- Participated in last phase of implementation and releasing, from front–end side, of new electronic agreements platform, used in UBS E-banking.
- Created and performed internal trainings (presentations, workshops), front end related.

Senior Front-End Developer	**Ciklum**, Spain	**July 2016 – Jan 2018**

Lottoland - Online Lottery provider

- Created front-end community company-wise (with the support of the development manager). Promoted to lead the front-end community in Spring 2017; supervised 6-8 front-end developers.
- Implemented new responsive web design of the main company website – marketing area (magazine

pages, campaigns pages, different lottery ads pages).

- Created and performed internal trainings (presentations, workshops), front end related.

Front-End Developer, consultant	**Betsson Group, Malta**	**June 2015 – July 2016**

- Implemented and released successfully new generation online gambling Sportsbook application. Released in the end of 2015.
- Promoted to extend consultant period for another 6 months.

Senior Front-End Developer Subsidiary of **Paddy Power**	**Cayetano Gaming, Bulgaria**	**Aug 2014 – June 2015**

- Implemented a social betting game "Paddy Power Social", meant to be used in Facebook (never released due to legal restrictions).
- Implemented an online football betting game called "Last Man Standing" (season Sprint 2015).
- Promoted to Senior Front-End Developer in Dec 2014.

Front-End Developer	**Isobar, Bulgaria**	**Feb 2013 – Aug 2014**

- Implemented and released successfully first version of a next generation decision intelligence SPA - DynamicAction®.
- Implemented color choosing widget, used in the shopping basket page of UK retail chain **House of Fraser** website.

Web Applications Developer Team Landmark Information Group	**Questers, Bulgaria**	**Jan 2012 – Feb 2013**

- Implemented new front end of "Promap" digital mapping software.
- Created variety of internal company tools that helped team's daily work.
- Created multiple "How to" guides for using newly created tools/applications.
- Created multiple reports/resumes of researches done for a specific project or technology.

Flash Developer	**Playtech Bulgaria**	**Aug 2009 – Jan 2012**

- Implemented new Bingo Flash client application (never released due to acquiring another bingo company - Virtue Fusion).
- Implemented and maintained Poker Flash client application.

Web Developer	**Security Solutions Institute**	**Sep 2008 – Aug 2009**

- Implemented Flash application used for showing statistic data of a medical device used for heart rate tracking.
- Implemented company website with custom CMS (content management system).

Web Developer Subsidiary of **OK1 UK Ltd.**	**TOG BG**	**May 2007 – Sep 2008**

- Implemented and maintained 17 online jewelry selling websites.
- Managed and test small company projects, dealt with clients and other team members.

EDUCATION

Sofia, Bulgaria	**New Bulgarian University**	**Fall 2010 – July 2012**
	Technical University of Sofia	**Fall 2003 – July 2008**

- M.S.E. in Software technologies in Internet, specialization in Design and Development, July 2012
- B.S.E. in Automation, Information and Control Equipment, department of Systems and Control, July 2008.
- Master thesis: Online game "Bingo" (JavaScript based game with administration panel build with React).
- Bachelor thesis: Magnetic levitation system management (university lab project).

Goce Delchev, Bulgaria	**"Dimitar Talev High School"**	**Fall 1998 – July 2003**

- Major: "Business Administration"
- Merit scholarship
- Award for excellent results in education

TECHNICAL EXPERIENCE

Projects

- **Chat app** (2019). Chat SPA. React, TypeScript, Redux, Express.js with Socket.io, SASS (styled-components), Jest, Enzyme
- **mihail-gaberov.eu** (2019). Personal blog. React, Gatsbyjs, CSS, CircleCI with AWS
- **The Poppals** (2018). Presentational website. React, Redux, CSS (SASS, styled-components)
- **Media gallery** (2017). Media gallery application showing pictures and video clips, loaded from Flickr via FlickAPI. React, Redux, CSS (SASS)
- **Rock, Paper, Scissors** (2017). React based implementation of the classic game Rock Paper Scissors. React, Redux
- **Sportsbook app** (2017). Proof of concept for mobile sports betting application. AngularJS, HTML, CSS (SASS)
- **Address book** (2016). Client-side address book single page application. AngularJS, HTML, CSS (SASS)

ADDITIONAL EXPERIENCE AND AWARDS

- **Published on freeCodeCamp**
- **Published on DEV.io**
- **UI Community lead (Spring 2017):** Trained appx 10 developers, both front-end and back-end, to modern front-end technologies (JavaScript, Unit Testing). Presentations here and here.

Languages and Technologies

- Here is a list with of programming languages and technologies I have proficiency with,
  I have been playing with or I have at least touched in my past experience. Ordering is based on recent usage:
- **Programming languages**: TypeScript, JavaScript/Node.js, HTML, CSS/SASS, Python, PHP, ActionScript 3.0/2.0, C#, Java/JSP/Java Servlets, VB .NET
- **Frameworks**: React.js, Vue.js, AngularJS, Redux, Moment.js, date-fns, Redux Thunk, Jest, Mocha, Chai, Aurelia, Flux, Saga, jQuery, MaterialUI, Jasmine, SinonJS, BackboneJS, Bootstrap, Foundation
- **Databases**: MongoDB, MySQL, MSSQL, PL/SQL
- **Misc**: RESTful APIs, Git, Bitbucket, Subversion, npm, yarn, gulp, grunt, TravisCI, CircleCI, AWS