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| <https://mihail-gaberov.eu> |  |
| [LinkedIn](https://www.linkedin.com/in/%F0%9F%91%A8%F0%9F%8F%BB%E2%80%8D%F0%9F%92%BB-mihail-gaberov-6a73b03a/) |  |
| mihailgaberov |  |
| **Employment**   |  |  |  | | --- | --- | --- | | **Lead Software Engineer** | [**Sequel Business Solutions**](https://www.sequel.com/)**, Spain** | Nov 2020 – present | | [Broker MGA](https://www.sequel.com/products/sequel-mga/)   * Main achievements/milestones: • Converted old legacy AngularJS (v1.3) app into a hybrid Angular 11 app. • Build a new Calculations Screens section of the app in the new Angular way. • Got certified for [AWS Cloud Practitioner](https://www.credly.com/badges/726a5835-d167-4e5b-976c-d223d8e9d439/linked_in). • Raised common front-end knowledge among other team members via regular meetings/knowledge transfer sessions. * Developing and maintaining Broker MGA hybrid Angular app * Providing guidance and support to other team members, especially on the front-end side * Defining and proving practices before implementation – standards, patterns, processes, technologies * Contributing to new deliveries to ensure the practices are followed, doing code reviews and introducing unit/e2e tests via Jest/Cypress | | | | | | | | | |
| |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  |  | | --- | --- | --- | | **Lead Software Engineer** | [**Playtech**](https://www.playtech.com/)**, Bulgaria** | Nov 2019 – Nov 2020 | | * 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**](https://www.williamhill.com/)**, 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](https://mihail-gaberov.eu/optimize-your-javascript-app-by-using-service-workers/) * 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**](https://www.epam.com/)**, Switzerland** | | | Jan 2018 – May 2019 | |
| [UBS](https://www.ubs.com/ch/en.html) 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](http://mihailgaberov.github.io/testing-reactjs-presentation/)), front end related. | | | | | | |
| **Senior Front-End Developer**  [Lottoland](https://www.lottoland.com/en) - Online Lottery provider | | [Ciklum](https://www.ciklum.com/), Spain | | | July 2016 – Jan 2018 | |
| * 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](https://github.com/mihailgaberov/lottoland-react-demo)), front end related. | | | | | | |
| **Front-End Developer, consultant** | | [**Betsson Group**](https://www.betssongroup.com/)**, Malta** | | | **June 2015 – July 2016** | |
| * Implemented and released successfully new generation online gambling [Sportsbook](https://sportsbook.betsson.com/en) 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](https://cayetano.bg/), 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](https://lastmanstanding.paddypower.com/)” (season Sprint 2015). * Promoted to Senior Front-End Developer in Dec 2014. | | | | | | |
| **Front-End Developer** | | | [Isobar](https://www.isobar.com/gb/en/), Bulgaria | Feb 2013 – Aug 2014 | | |
| * Implemented and released successfully first version of a next generation decision intelligence SPA - [DynamicAction®](https://eu.dynamicaction.com/). * 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](https://www.landmark.co.uk/) | | | [Questers](https://www.questers.com/), Bulgaria | Jan 2012 – Feb 2013 | | |
| * Implemented new front end of “[Promap](http://www.promap.co.uk/)” 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](http://playtech.bg/) | Aug 2009 – Jan 2012 | | |
| * Implemented new Bingo Flash client application (never released due to acquiring another bingo company - [Virtue Fusion](http://www.igamingbusiness.com/playtech-buys-virtue-fusion)). * Implemented and maintained Poker Flash client application. | | | | | | |
| **Web Developer** | | | [Security Solutions Institute](https://ssi-bg.com/) | 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**  **Technical University of Sofia** | | | **Fall 2010 – July 2012**  **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”](https://github.com/mihailgaberov/es6-bingo-game) (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** | | | | | | |
| * [**Bingoathome.ca**](http://bingoathome.ca)(2021). Full-stack JavaScript app, built with [Meteor](https://www.meteor.com/). JavaScript, TypeScript, SASS, MongoDB. * [**Chat app**](https://github.com/mihailgaberov/chat) (2019). Chat SPA. React, TypeScript, Redux, Express.js with Socket.io, SASS (styled-components), Jest, Enzyme * [**mihail-gaberov.eu**](https://mihail-gaberov.eu/) (2019). Personal blog. React, Gatsbyjs, CSS, CircleCI with AWS * [**The Poppals**](https://thepoppals.com/) (2018). Presentational website. React, Redux, CSS (SASS, styled-components) * [**Media gallery**](https://github.com/mihailgaberov/mickey-gallery)(2017). Media gallery application showing pictures and video clips, loaded from Flickr via FlickAPI. React, Redux, CSS (SASS) * [**Rock, Paper, Scissors**](https://github.com/mihailgaberov/rock-paper-scissors)(2017). React based implementation of the classic game Rock Paper Scissors. React, Redux * [**Sportsbook app**](https://github.com/mihailgaberov/mobile-sportsbook-app)(2017). Proof of concept for mobile sports betting application. AngularJS, HTML, CSS (SASS) * [**Address book**](https://github.com/mihailgaberov/address-book) (2016). Client-side address book single page application. AngularJS, HTML, CSS (SASS) | | | | | | |
| **Additional Experience and Awards** | | | | | | |
| * **Certified for** [**AWS Cloud Practitioner**](https://www.credly.com/badges/726a5835-d167-4e5b-976c-d223d8e9d439/linked_in) * **Participated in Microsoft Hackathon in Zurich, 2018 – build an app integrated in Azure echo system – leveraged LUIS (Language Understanding Intelligent Service)** * [**Published on freeCodeCamp**](https://www.freecodecamp.org/news/author/mihail/) * [**Published on DEV.io**](https://dev.to/mihailgaberov) * **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](https://www.slideshare.net/MihailGaberov/javascript-unit-testing-78886519?trk=v-feed) and [here](https://www.slideshare.net/slideshow/embed_code/key/7C1SvP2kUvlHA1). | | | | | | |
| **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, Angular, 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 | | | | | | |