

Nikolay Nikolov

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EMPLOYMENT **Goldman Sachs** London, United Kingdom
Summer Intern 06.2015 - 08.2015

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Java (Dropwizard, Jersey); JavaScript (Angular, d3); MongoDB

Variable Studio London, United Kingdom
Part-time Developer 10.2014 - 12.2014

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JavaScript (node.js); C++ (openFrameworks)

Variable Studio London, United Kingdom
Summer Intern 7.2014 - 10.2014

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Research project (generative algorithms, WebGL); In-house open-source projects (WebGL, node.js, build tools)

Setelis Labs Sofia, Bulgaria
Summer Intern 06.2012 - 7.2012

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iOS development with Facebook integration

EDUCATION **Goldsmiths College** London, United Kingdom
BSc Creative Computing 2014 - 2016
(Direct entry to year 2)

London College of Communication London, United Kingdom
BA Sound Art 2013 - 2014
(Incomplete)

TSES High School Sofia, Bulgaria
Computer Science Diploma 2008 - 2013
6.00 / 6.00 Diploma thesis
5.17 / 6.00 Overall grade

SKILLS **Web**
JavaScript; HTML/CSS; WebGL; SQL

Audio-visual
C++; Java/Processing; Unity; Python

iOS
Objective-C

Misc
git; REST; UNIX

NOTABLE PROJECTS

Chroma 2015

[Project Website](#) – [Github repository](#)

A Fashion design project with generative patterns implemented in WebGL. The concept was to create metallic fluid textures that you can interact with and create your own unique pattern which would be printed on a chosen model. Under the hood, a Navier-Stokes shader implementation is projected into 3d space using flat a plane with a metal texture and z-transform based on user interaction.

Semicolon 2015

[Github repository](#)

My group project during my second year at university involved creating a mobile IDE for the Processing programming language. I combined the open-source JavaScript-based editor Codemirror with the Processing-to-JS compiler by John Resig and added a number of touch and gesture-based features to create a nicer coding experience on a mobile device.

London Music Hackday Winner 2014

[Github repository](#)

Together with Will Gallia, I developed a web application that can beatmatch tracks provided by Spotify and create a continuous mix by choosing appropriate music by itself. That was made possible by using the Echonest API which provided the beats per minute and transient data. We were awarded the Echonest prize - a Spotify premium account for a year.

Sapporter 2014

I was the programmer in this self-initiated project by friends. I created a iOS application and a node.js back-end server managing a Postgres database and talking to an Amazon S3 instance. The idea was to create a way for football fans to find out about interesting football games nearby (under-21s, friendlies, women's games etc.) The application would provide travel and price guides.

shufflr 2013

My high school diploma project was to develop an iOS application that would query your liked bands and musicians from your Facebook account and provide you a custom-tailored news feed using RSS data from various music sites. The server was implemented using Ruby on Rails.

ACTIVITIES

Goldsmiths

Hacksmiths Society Member

High School

C programming curriculum; Games programming intro course

Other

I have attended various [meet-ups](#) and conferences for [start-ups](#), [technology](#) and [digital art and design](#) in London and Sofia.

I have been involved in producing and performing [electronic music](#) for several years.