

Peter Iordanov

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EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

B.S. IN COMPUTER SCIENCE

Graduated: May 2017
College of Engineering

Cum. GPA: 3.30 / 4.0

LINKS

Github:// piordanov
LinkedIn:// peter-iordanov
Devpost:// piordanov

COURSEWORK

UNDERGRADUATE

Applied Parallel Programming
Algorithms & Models of Computation
Theory II (Advanced Algorithms)
Programming Languages & Compilers
Data Structures
Art of Web Programming
Artificial Intelligence
Applied Machine Learning
Interactive Computer Graphics
Virtual Reality
User Interface Design

SKILLS

PROGRAMMING

Comfortable With:
JavaScript • Typescript • Python •
SQL • Django • Unity • HTML • React
• Git

Familiar:
CSS • Java • Webpack/Babel • CUDA
Haskell • Golang • D3.js • Angular.js

ACCOMPLISHMENTS

HONORS

Reality Virtually Hackathon: 2nd Place
Grand Prize in VR

Boy Scouts of America: Eagle Scout

President's Award Program Honors

Gamebuilder's Game-build-a-thon:
1st Place

EXPERIENCE

FULCRUM GT | SOLUTIONS ENGINEER

Sept 2017 - Ongoing | Chicago, IL

- Continuously iterate on design and implementation of multiple solutions across Fulcrum's standalone products from ideation to release
- Analyze and embrace cutting edge web technologies and practices and adopting them into our own standard practices
- Mentor interns and assist their projects by running workshops on related technical topics

FULCRUM GT | GRADUATE LEADER

May 2017 - Sept 2017 | Chicago, IL

- Designed and prototyped a full-stack product for lawyers to quickly visualize profitability margins alongside several team members
- Developed a Django REST API to retrieve data from predictive models, and a React/Mobx UI frontend to consume it

ILLINOIS APPLIED RESEARCH INSTITUTE | SOFTWARE INTERN

June 2016 - Aug 2016 | Champaign, IL

- Wrote test-driven code to manage user interactions and validate registration with Angular.js, Django, and Karma
- Graphed data from both weather station and simulation sources with D3.js
- Created the open-source CUDAdillo library to aid in research projects

PROJECTS

REALITY VIRTUALLY HACKATHON | 2ND PLACE GRAND PRIZE IN VR

Oct 2017 | MIT

- In a team of four, created a virtual environment for physical therapy patients to explore and interact with worlds outside their current setting while receiving necessary exercise
- Calibrated a HOVR exercise device with Vive trackers to record user movement and map it seamlessly into the Unity-built virtual world

CUDADILLO Summer 2016 | Champaign, IL

- A static C++ library to complete basic matrix operations with the intent to speed up runtime through use of CUDA and cuBLAS GPU libraries
- Tested with use of google-benchmark against optimized CPU implementations

TEACHING

SPLASH TEACHING | TEACHER

Spring 2015 and Spring 2016, Champaign, IL

- Prepared and led a team of students to run a Virtual Reality Workshop for 30 students where they got to learn basic ideas behind virtual reality
- Prepared and conducted lectures on Data Structures and Conway's Game of Life to high school students

CS 125: INTRO TO COMPUTER SCIENCE | COURSE ASSISTANT

Spring and Fall 2014 | Champaign, IL

- Reinforced course concepts to students in discussion sections
- Mentored students in debugging and environment setup during weekly office hours