

# Peter Iordanov

piordanov.github.io  
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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

## 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 • Python • MySQL •  
Django • Unity • HTML • React • Git

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

## ACCOMPLISHMENTS

### HONORS

BSA: Eagle Scout Rank

President's Award Program Honors

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

## EXPERIENCE

### FULCRUM GT | GRADUATE LEADER

May 2017 - Ongoing | Chicago, IL

- Prototyped a full-stack product to assist law firms' client intake process alongside several team members
- Developed a Django RESTful API to retrieve data from trained models, and a React/Mobx UI frontend to consume it
- Compiled React through Babel and bundled through Webpack to be served by Django

### ILLINOIS APPLIED RESEARCH INSTITUTE | SOFTWARE INTERN

June 2016 - Aug 2016 | Champaign, IL

- Full Stack Developer - 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

### UNIVERSIDAD PONTIFICIAS COMILLAS | RESEARCH ASSISTANT

May 2015 - July 2015 | Madrid, Spain

- Developed a JavaFX applet to implement a One Round Voronoi Game
- Designed a UI with multiple input features from JavaFX Scene Builder

## PROJECTS

### CUDADILLO Summer 2016 | Champaign, IL

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

### IEFX PROJECTS Fall 2013 | Champaign, IL

- Worked in a team of four to design a concept aircraft to drop critical payloads to isolated palces and return safely
- Used Arduino's to collect GPS data and communicate to a ground control station
- Contributed to meeting weekly goals by continuous research and implementation of Arduino C code

## 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 and assisted in debugging code and setting up the Eclipse IDE with students during weekly office hours