

# Peter Iordanov

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## EDUCATION

### UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

#### PURSuing B.S. IN COMPUTER SCIENCE

Expected Graduation: May 2017  
College of Engineering

## LINKS

Github:// [piordanov](#)  
LinkedIn:// [peter-iordanov](#)

## COURSEWORK

### UNDERGRADUATE

Applied Parallel Programming  
Algorithms & Models of Computation  
Theory II (Advanced Algorithms)  
Programming Languages & Compilers  
Data Structures

### CURRENT

Art of Web Programming  
Compiler Construction  
Artificial Intelligence

## SKILLS

### PROGRAMMING

Comfortable With:  
Java • C • C++ • Python •  
Javascript • HTML • CUDA •  $\LaTeX$   
Angular.js • Django • JavaFX

#### Familiar:

CSS • Arduino • PostgreSQL  
Haskell • GML • D3.js

## ACCOMPLISHMENTS

### HONORS

BSA: Eagle Scout Rank

President's Award Program Honors

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

## EXPERIENCE

### 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

### MOCHO TRADING LLC | SOFTWARE ENGINEERING INTERN

June 2013 - July 2013 | Chicago, IL

- Retrieved trade data from a MySQL database to be transformed into to a series of standard formats for the company
- Cleaned and organized code and gave concise instructions to users

## TEACHING

### SPLASH TEACHING | TEACHER

Spring 2015 and Spring 2016, Champaign, IL

- 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

## 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