

TECHNICAL SKILLS

Programming Languages:	C++, C, Java, JavaScript, Python, BASH, GML
Web Development:	HTML, CSS, AJAX, JSON, Node.JS (Express, Handlebars), React
Database Management:	SQL Oracle 12c, MongoDB, PostgreSQL, FireStore
Tools:	VS Code, IntelliJ, IBM iSeries Access, Axure, Putty, StarUML, GitBash, Docker
Source Control:	GitHub, Git

EDUCATION

B.Tech Software Engineering, McMaster University 2021 – present

Awards & Achievements

Entrance Scholarship, McMaster University 2021

Computer Programming and Analysis, Seneca College 2019 – 2021 (April)

- Current Cumulative Program GPA 3.9 (President's List)

Awards & Achievements

Laura Flanagan Memorial Award Finalist, Seneca College 2020/2021

- Awarded to students with an excellent academic standing and shown leadership skills

[President's Honour List](#) Winter - 2021

[President's Honour List](#) Summer - 2019

Computer Programming and Analysis Scholarship, Seneca College 2019

PROJECTS

Unfamiliarity

3D FPS Role-Playing Game

- Implemented 3D physics engine using spherical and precise collision detection and response
- Created a modular keyboard-mapping scheme
- Designed and arranged game levels
- Implemented AI framework - basic and advanced behavior
- Designed numerous player animations and implemented in-game items and database of files

[Hermit](#) (in progress)

Food Delivery App

- Designed and implemented website for the Cheesecake Factory
- Designed express backend to communicate with firebase database
- Implemented front-end functionality using React framework
- Implemented various CSS theming techniques to bring website to life

[Dead Linkage](#)

CLI dead-links checker

- web-crawler CLI application that checks webpages for dead Links
- Utilized Selenium framework to demonstrate an unusual approach to web-crawl
- Developed using Java and packaged using Maven

RELATED WORK EXPERIENCE

Developer, Kolev Engineering Inc.

2016 - 2018

- Kept in contact with the employer to obtain more information and discuss design options
- Oversaw scheduling of project milestones and coordinated with the employer on any proposed changes or challenges to be overcome
- Updated static content of products on company website

Teaching Assistant, Seneca College

2019 - 2020

- Assisted five professors in teaching and assisting students to find solutions to computer programming students in a class size of 30 plus
- Provided extended hours for students in need of extra help

ADDITIONAL WORK EXPERIENCE

Area Supervisor, Complete Merchandising Solutions

2016 - 2019

- Managed teams of up to five employees in various Home Depot locations
- Provided exceptional group working/learning skills with teams at each store, preparing employees with training and knowledge about live goods and proper display of products
- Handled all team hours providing weekly schedules for employees
- Kept inventory of products and created weekly reports of sale fluctuation

ADDITIONAL INVOLVEMENT

Game Design

2016 - present

- Design and program games on free time as personal passion
- Create Artificial Intelligence (AI) and effective script design for in-game players (NPCs)
- Part of Game Design club, meeting on a weekly basis to discuss ideas and engage in problem solving
- Won multiple awards in various game design competitions taking the role of AI design and implementation
- Participated in Ludum Dare 38 online game competition

Peer Tutor (volunteer)

2019 - present

- Helped first-year students understand challenging concepts in first year computer science courses
- Met weekly to discuss ideas and engage in problem solving algorithms and other related coding issues

Wrestling Assistant Coach, William Lyon Mackenzie C.I.

2017 - present

- Mentor high school students about affective wrestling techniques in order to effectively practice proper form of various moves

LANGUAGES AND PERSONAL INTERESTS

Bilingual

Languages: Fluent in oral and written Bulgarian

Wrestling

2008 – present

Teams: Team Impact, William Lyon Mackenzie C.I. team

Soccer:

Men's League