

Ivaylo Iliev

Software Engineer

Contact

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Website

<http://ranapat.org> (<http://ranapat.org>)

Location

Berlin / Germany

About

Software Engineer.

Experienced in mobile and game development.
Skilled in backend and frontend.

Feeling perfectly comfortable in Gnu / Linux.

Profiles

Github

[ranapat](https://github.com/ranapat) (<https://github.com/ranapat>)

LinkedIn

[ranapat](https://www.linkedin.com/in/ranapat/) (<https://www.linkedin.com/in/ranapat/>)

Work

Akelius Residential Property AB

2018-03-01 — *now*

Mobile Architect / Teamlead

<https://akelius.com/> (<https://akelius.com/>)

Projects

- UNICEF education platform <https://languages.akelius.com> (<https://languages.akelius.com>)
- Smart Homes - IoT solution for smart buildings / doorbers

Responsible for the Android projects. Used technologies: Java / Kotlin

Lead responsibilities

- Hiring and onboarding team members
- Communication with UNICEF centers and defining tasks
- Preparing and hosting educational and technical meetings with UNICEF
- Mobile team leading

Team

- Mobile team lead of 3
- Cross-functional team of 4 teams (mobile, backend, web, design) of 8

Tech responsibilities

- Android application architecture
- Risk estimation and planning
- Managing build pipeline
- Managing release cycles
- Supporting backend APIs
- Supporting infrastructure architecture

Kisura

2016-10-01 – 2018-03-01

Senior Fullstack Developer

<https://kisura.de/> (<https://kisura.de/>)

Projects

- Company eCommerce system

Developing and supporting e-commerce shopping platform. Used technologies: PHP / Symfony / Doctrine / JavaScript / Angular 1.x / React / MySQL / MongoDB / Vagrant / Ansible

Lead responsibilities

- Defining tasks in flat-team hierarchy
- Defining platform and creation free-software tools
- Hiring and onboarding team members

Team

- Cross-functional team (backend and web) of 4

Tech responsibilities

- Creating and maintaining web based solutions
 - Creating and maintaining backend apis
 - Creating and maintaining DB
 - Creating and maintaining frontend
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Peak Games

Studio Lead / Development Team Lead

2012-08-01 – 2016-07-01

<https://peak.com/> (<https://peak.com/>)

Projects

- Multiple casino games (roulette, bingo, craps, slots, bingo, etc.)
- Backgammon
- Multiple tile based games (Rummy, Ok, etc.)
- Multiple card based games (Gin Rummy, Spades, Hearts, etc.)

Working on multiplayer board and casino games. Technically responsible for game development from idea to release. Used technologies: ActionScript 3 / Java / Netty

Lead responsibilities

- Leading Facebook games team
- Leading backend team
- Leading Facebook integration team
- Guiding and tutoring the native mobile teams
- Defining and estimation of tasks and features
- Responsible for the release timing within investment cycles

Team

- Total team size of 26
- Facebook games team of 6
- Backend team of 3
- Facebook integration team of 2
- Native mobile teams (iOS and Android) of 8
- Design team of 5
- DevOps team of 2

Tech responsibilities

- Responsible for the games from the stage of idea till release
- Game architecture / risk estimation and planning
- Responsible for estimation and deployment
- Responsible for the game frameworks, infrastructure, db, implementation and stability
- Optimizing and handling AB tests. funnels, conversion and optimization

Nokia

Consultant

2010-10-01 – 2012-06-01

<https://nokia.com/> (<https://nokia.com/>)

Projects

- Nokia Maps for Meego (N9)

Released Nokia Maps for N9 and worked on variations of the product for alternative platforms. Used technologies: C++ / Qt / QML / JavaScript

Lead responsibilities

- Define release goals and stability
- Communication between departments / environment layers

Team

- Cross-functional maps team of more than 20
- Big amount of tems and connected projects

Tech responsibilities

- Creating architecture for the Maps applications
- Creating abstraction layers above native map rendering
- Creating business model flow frameworks
- Creating the external application framework and public API
- Responsible for the release and bug fixing

B.E.R.S

2009-06-01 – 2010-10-01

Outsourcing Country Manager / <https://www.gedys-intraware.de/> (<https://www.gedys-intraware.de/>)
Development Team Lead / Project Architect

Projects

- Gedys Intraware application

LotusDomino xPages Web application, Blackberry Lotus Domino data migration. Used technologies: Lotus Domino 8.5.1 / xPages / Java / JavaScript / PHP / MySQL

Lead responsibilities

- Responsible for the office in Bulgaria
- Creating and managing the teams
- Hiring processes and onboarding
- Responsible for the communicatio between teams and branches
- Responsible fro the workflow between the teams and branches

Team

- Web / Application team of 3
- Mobile team of 2

Tech responsibilities

- Creating xPages / Lotus Domino web and desktop applications
- Creating and controlling estimations, specifications and development plans
- Creating backend and frontend architecture
- Frameworks and integrations

DotMedia

2005-03-01 – 2009-06-01

Chief Technology Officer / Project Architect

<https://dotmedia.bg/> (<https://dotmedia.bg/>)

Projects

- eCommerce solutions
- Custom solutions
- Web systems

Responsible for the development processes and projects. Main responsible for estimations and project delivery. Used technologies: PHP / JavaScript / Flash / Flex / C# / Java

Lead responsibilities

- Team management
- Hiring processes and onboarding
- Upscaling teams
- Communication with clients
- Internal time / finance planning

Team

- Total team size of 22
- Backend team of 5
- Frontend team of 8
- Mobile team of 3
- SEO team of 2
- Sales team of 2
- Support team of 2

Tech responsibilities

- Controlling technical development and internal processes
- Estimation of projects, specifications and planning
- Infrastructure, backend and frontend development

Technical University Varna

2006-09-01 – 2010-10-01

Lecturer / Seminar Tutor

<http://www2.tu-varna.bg/tu-varna/> (<http://www2.tu-varna.bg/tu-varna/>)

Seminar tutor. Responsible for the final exams. Used technologies: C#

Highlights

- Weekly exercises
- Final Exams

National Academy for Software Development

2006-03-01 – 2007-04-01

Lecturer / Seminar Tutor

<https://softuni.bg/> (<https://softuni.bg/>)

Seminar tutor. Responsible for the final exams. Used technologies: Java

Highlights

- Weekly exercises
- Final Exams

Pi Consult Bg

2003-06-01 – 2005-03-01

Software Developer

<https://www.brandmaker.com/> (<https://www.brandmaker.com/>)

Software Developer. Used technologies: Java / PHP / JavaScript / C++ / MySQL / MsSQL

Highlights

- eCommerce systems
- Web based systems
- Access control wrapper on top of MySQL / MsSQL
- Game development

Education

Technical University Varna

2004-09-01 – 2006-06-01


 **Information Technology**
Master

Courses

- Thesis: PHP 5 Application Library for Remoting and Remote Process Control. PHP 5 Application Library for Image Handling Abstraction over ImageMagick and GD2.
- Algorithms
- Computer architecture
- Communication and cryptography
- Computer graphics and algorithms, basics in electricity and computer hardware.
- Basics in electricity and computer hardware.
- Java
- C#

Technical University Varna

2000-09-01 – 2004-06-01

 **Information Technology**
Bachelor

Courses

- Thesis: PHP 4 Application Framework for automation procession of pre-elementary operations and automation of processes and CRM workflows.
- Algorithms
- Computer architecture
- Communication and cryptography
- Computer graphics and algorithms, basics in electricity and computer hardware.
- Basics in electricity and computer hardware.
- Java
- C#

Awards

DotMedia.bg won Award for the best e-commerce website for 2005

Skills

Web Development

- JavaScript
- PHP
- Node.js

Mobile Development

- Android
- Java
- Kotlin

Game Development

- Adobe Flash
- ActionScript
- Java

Languages

English

Excellent

Bulgarian

Native speaker

Russian

Very good

Interests

Photography

- Nikon
- Portraits

References

Ivo is the most advanced developer I have faced during my career. What is even better - I built most of my programming foundation based on his advices.

— **Miroslav Nikolov**

During my work with Ivailo, I slowly came to realize that he is the actual backbone that made everything work. He works like the chassis of a car, holding everything together and fortifying all weak areas at once, thus allowing the strengths of other team actors to truly prosper. I still value his priceless work and contribution for the project.

— **Alexander Dorn**