

# Ivaylo Iliev

## Software Engineer

## Contact

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### Website

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

## 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>)

### LinkedIn

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

## Work

### Akelius Residential Property AB

2018-03-01 — *now*

#### Mobile Architect / Teamlead

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

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

### Highlights

- 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/>)

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

### Highlights

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

## Peak Games

2012-08-01 — 2016-07-01

### Development Team Lead

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

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

### Highlights

- 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

## Nokia

2010-10-01 — 2012-06-01

### Consultant

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

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

### Highlights

- 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

### Development Team Lead / Project Architect

<https://www.gedys-intraware.de/> (<https://www.gedys-intraware.de/>)

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

## Highlights

- Responsible for the office in Bulgaria
- Creating and managing the teams
- Creating xPages / Lotus Domino web and desktop applications
- Creating and controlling estimations, specifications and development plans
- Creating backend and frontend architecture

## DotMedia

2005-03-01 – 2009-06-01

### Development Lead / Project Architect

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

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

## Highlights

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

## 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

- 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

### Best E-commerce site

by **Bulgarian Web Association**

Awarded 2005-01-01

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**