Diyan Genov
Student

CONTACT

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EDUCATION

● *Bachelor of Software Engineering*
Paisii Hilendarski University of Plovdiv
2022 - Current (4th year)

● *Professional Qualification
"Application Programmer"*
National program "Training for IT skills and career" of the Ministry of Education and Science
Completed in 2022

LANGUAGE

- Bulgarian - mother tongue
- English - fluent (B2)

SKILLS

- Strong Communication Skills
- Strong adaptability and a quick learner
- Able to quickly navigate through various sources of information

AWARDS

Certificate for excellent results during the National Program "Training for IT skills and career"
July 2022 | Ministry of Education and Science

PROFILE

Software engineering student (4th year), currently focused on front-end technologies. Has experience in a wide range of tools and frameworks (including Vue.js, Solid.js, Java, Kotlin with JetPack Compose for mobile development, C# with Avalonia for multiplatform development, Linux, Git, Docker and others).

WORK EXPERIENCE

Arkami LLC | Full-Stack Developer Internship
November 2025 - January 2026

- Serving as project lead, organizing team tasks, guiding development progress, and ensuring the project is meeting its objectives within the set timeframe.
- Full-Stack development with Solid.js, Laravel and Python, delivering an AI solution with custom trained SLMs.

Voidweb Ltd. | Front-End Developer Internship
Jan 2025 - June 2025

- Contributed to the development of dynamic and responsive user interfaces for a startup company, enhancing overall user experience in a remote workspace.
- Developed new features and resolved production issues using modern front-end technologies (Vue.js, Vite) and a variety of libraries.
- Refactored unoptimized or poorly structured code, improving maintainability, readability, and performance.

PERSONAL PROJECTS

Chat-like WebApp for ChatGPT, Gemini and OLlama (local) agents
Currently in developemnt

- Chat-like user-friendly design written in Solid.js.
- Various input capabilities including text, voice, images and files.
- Thinking and output streaming with support for Markdown and image generation.

HollyMC | Server Administrator and Developer
2018 - Current

- Currently developing a website featuring an Admin CMS Panel, Real-time player statistics page and a WebStore that's interconnected with the game server for instant delivery written in Laravel with a Front-End in Vue.js and 3D rendering libraries like Three.js.
- Developed a Back-end in Kotlin with the purpose of connecting, aggregating and delivering information from various databases via REST API.
- Maintaining and developing plug-ins for in-game mechanics.