

Martin Papalakov

Software Engineer

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Plovdiv, Bulgaria

Overview

Experienced software engineer with nearly 3 years of expertise in building scalable desktop and server applications. Proficient in .NET, Flutter, WPF, with strong knowledge of TCP, Serial communication, and Git. Experienced in process optimization, robotics automation, and Agile/Scrum. Collaborates with cross-functional teams to ensure high-quality software. Interested in new opportunities to expand expertise in fields like web technologies.

Skills

Languages

C#, Dart, Java, SQL (T-SQL)

Frameworks & Tools

.NET, Flutter, Entity Framework, WPF, Windows Forms, Git

Technologies

Agile, Linux OS, Docker, Jira, JSON, XML, TCP, Serial

Experience

Software Engineer

Milara International | July 2022 – Present

- Design and development of high-level application software for communication with robots, industrial controllers, and EFEM machines via Serial, TCP/IP, and FTP protocols.
- Refactoring, extending and maintaining existing codebases to enhance performance, flexibility and efficiency.
- Development of software libraries to optimize processes and facilitate future projects.
- Working on Agile/Scrum processes - creating, evaluating and prioritizing sprint tasks during Sprint Planning, and participating in Sprint Reviews.

Education

Bachelor of Software Engineering

Paisii Hilendarski University of Plovdiv

October 2022 – Present

High school education

Mathematical High School "Academic Kiril Popov" - Plovdiv

September 2017 – June 2022

Courses

C# Advanced

Softuni

2022

MS SQL

SoftUni

2025

Entity Framework Core

SoftUni

2025