

PETAR IVANOV

Software Engineering Student

CONTACT

-  **0896801021**
-  **petar.ivanov3003@gmail.com**
-  **<https://www.linkedin.com/in/petar-ivanov-175175251/>**

SKILLS

- C#, SQL, HTML, CSS, JavaScript
- ASP.NET, Entity Framework, RESTful API
- MySql, SQL Server
- Azure, Git, UML
- Bulgarian (Native), English (C1)

EDUCATION

- **University of Plovdiv**
2022 - 2026
B.A. in Software Engineering
- **Math Highschool of Plovdiv**
2017 - 2022
Mathematics, Informatics, English
- **National Program "IT Career Education"**
2019 - 2022
Applied Computer Programming

AWARDS & CERTIFICATIONS

- Software University - C#
- IT Career Education - 6.00
- CS50x, CS50 AI, CS50 Python
- Coursera - Andrew Ng's Supervised Machine Learning

PROFILE

Motivated Software Engineering student with hands-on experience in building web applications using modern technologies such as ASP.NET Core, JavaScript, and SQL. Eager to apply problem-solving skills and a strong foundation in software development to contribute to a dynamic engineering team.

PROJECTS

Online Forum

Web App

- Developed a simple forum, allowing users to create accounts, post discussions, and comment, with basic authentication and **CRUD** functionality.
- **ASP.NET Core**, C#, Entity Framework, SQL Server, HTML.
- Layered architecture: Repositories (data), **Services** (logic), **WebAPI** (endpoints), WebApp (UI).
- **<https://github.com/Petar-Ivanov/Forum>**

Password Manager

Desktop App

- Developed a desktop password manager application enabling users to register, securely add, manage, and locally store encrypted passwords.
- C#, SQL Server, Entity Framework Core, **AES Encryption**
- Three-Tier Architecture
- **<https://github.com/Petar-Ivanov/Cipher>**

Roguelike Dungeon Crawler

Unity - 2D video game

- Developed a 2D top-down roguelike game with **procedural dungeon generation** and **custom AI pathfinding** using the **A* algorithm**
- Unity 2D, C#, ported for Windows, Linux and WebGL
- **<https://github.com/Petar-Ivanov/DungeonBreak>**
- **<https://jkxzvb.itch.io/dungeon-break>**

OTHER PROJECTS

Math Highschool of Plovdiv - Website

Custom Wordpress Website

- Designed and developed a modern, user-friendly website for the Mathematics High School of Plovdiv using **WordPress as a CMS**. Implemented a dynamic and **easily editable structure**, allowing administrators and staff to update content effortlessly. Focused on **responsive design**, ensuring accessibility across devices.
- HTML, CSS, JavaScript, WordPress, PHP
- <https://github.com/Petar-Ivanov/SchoolWebsite>

Traffic Signs Classification

Computer Vision Model

- Developed a traffic sign recognition system aimed at accurately identifying and **classifying** various traffic signs in real-time. The project involved **data collection**, preprocessing, **model training**, and evaluation to ensure **high accuracy** and reliability in diverse conditions.
- Python, TensorFlow, Keras, OpenCV, Pandas
- Deep Convolutional Neural Network (CNN)
- <https://github.com/Petar-Ivanov/TrafficSigns>

Graphics Editor

Desktop App

- Developed a simple graphics editor desktop application that allows users to **create and edit images** using graphical primitives. The application supports essential functionalities such as adding shapes, rotation, property manipulation, duplication, and undo. A **robust GUI** is provided for user-friendly image editing experience.
- C#, WinForms
- Model-Processors Architecture
- <https://github.com/Petar-Ivanov/Draw>