Simeon Tonov

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SUMMARY

Senior-year Computer Science student experienced with data structures, system programming, artificial intelligence, and computer graphics, seeking a summer internship position.

EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA - CHAMPAIGN, GRAINGER COLLEGE OF ENGINEERING   Champaign - Urbana, IL
Bachelor of Science in Computer Science   Dec 2021
GPA: 3.86/4.00

- Currently taking senior level CS courses
- Spring 2020 Deans List recipient
- Member of Phi Theta Kappa Honorary Society

PROJECTS

DATABASE ORIENTED NUTIRION APP   Champaign, IL
Full stack Developer   Sept 2020 – Present

- Designed front-end user interface for both desktop and mobile users
- Developed Python Flask environment for backend
- Utilized MySQL for Database Management Systems
- Fixed bugs related to front-end and back-end integration
- Communicated with team members regarding website design
- Utilized Git for version control

VR GAME DEVELOPMENT   Champaign, IL
Video Game Developer   Jan 2020 – May 2020

- Utilized the Unity game engine for game development
- Created level designs and environment that are VR compatible
- Implemented non-player AI behavior and game mechanics
- Designed and created assets using Photoshop and the Unity "GameObject" editor
- Collaborated with other team members to split different tasks on development
- Presented the final result to the board of CS instructors and class staff

3D REAL-TIME PHYSICS ENGINE SIMULATION   Champaign, IL
Software Developer   Jan 2020 – May 2020

- Utilized HTML for frontend interface development
- Applied GLSL for graphical rendering including dynamic lighting
- Implemented physics engine using JavaScript

CLUBS

CHEMISTRY CLUB   Palatine, IL
Member   Aug 2018 – Aug 2019

- Performed chemistry experiments at Palatine library
- Participated in the annual college science-fair

SKILLS

TECHNICAL: C, C++, Python, C#, GLSL, HTML, JavaScript
LANGUAGE: English and Bulgarian (Native or Bilingual proficiency)