

Yordan Yordanov

EDUCATION

2022 – PRESENT	Ruse University, Ruse, Bulgaria <i>BSc Computer Systems and Technologies</i>
FEB - JUNE 2025	Czech Technical University, Prague, Czech Republic <i>Erasmus</i>
2023 – 2024	University of Ioannina, Ioannina, Greece <i>Erasmus</i>
2018 – 2021	IT-Kariera <i>Qualification: Applied programmer</i>
2013 – 2021	Baba Tonka High School of Mathematics, Ruse, Bulgaria <i>Secondary education</i>

WORK EXPERIENCE

October 2024 – JANUARY 2025	DONSIM OOD
	Part-time teacher - Arduino programming course
	<i>Designed and delivered a complete Arduino curriculum, combining theoretical lessons with hands-on practice. Taught students the fundamentals of electronics and programming and guided them in applying this knowledge to build a project from scratch, fostering creativity and practical STEM skills.</i>



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github.com/thr33bricks



yourdan.uk

SKILLS

PROGRAMMING LANGUAGES	<i>Python, C#, JavaScript, C/C++, Dart</i>
DBMS	<i>MySQL, PostgreSQL, SQL Server</i>
OS	<i>Ubuntu Server, Windows</i>
OTHER	<i>Git, OpenCV, Docker, Nginx, Altium Designer</i>

PERSONAL PROJECTS

Wafer testing

Designed a precision testing system for diced semiconductor wafers, integrating computer vision and motion control. Developed software for automated camera alignment, achieving sub-5 μm positioning accuracy on 1×1 mm chips.

ParkOMP – Parking of the future

The project aims to create a global automated access control parking system by recognizing vehicles' license plates on all entrances and exits of a car park with the help of a custom LPR algorithm.

[Demo](#)

Lemon Resource Monitor

Developed a lightweight (<5 MB) real-time monitor for CPU/GPU temps, load, RAM/VRAM usage, and FPS. Designed a custom PCB in Altium Designer with firmware and Windows software for seamless plug-and-play integration with the Lemon Monitor S1.

[Link](#)

WORK EXPERIENCE

November 2022 – FEBRUARY 2023

Photolitics

Software Engineering Intern

Contributed to the development of a hardware–software system for testing image sensors.
Implemented Python scripts for instrument control and data collection to support quality assurance workflows.

March 2022 – APRIL 2022

TelebidPro

Software Engineering Intern

JavaScript, PHP, PostgreSQL. Using APIs.

August 2020

DSI Ltd.

Software Engineering Intern

Employee management web app (Node.js, MySQL)

HONORS & AWARDS

- 2024 **Ruse – 21 century award**
One of the 3 awarded students in my city for the year 2024.
- 2024 **Most informative and attractive website contest**
Personal website – 2nd place
- 2024 **Competition for innovative computer developments**
ParkOMP – 1st place
- 2024 **RU Student Scientific Session**
IoT related paper – 1st place
- 2024 **RuseConf 2024 Lecturer**
Presented a BLE-related lecture
- 2023 **Huawei SFTF Scholarship**
Won a 2000-euro scholarship
- 2021 **National Olympiad in IT**
Laureate – 1st place in IoT
- 2021 **Mladi Talanti National contest**
Excellent performance
- 2020 **John Atanasoff National IT Tournament**
5th place
- 2019 **TeenHack regional hackathon**
2nd place with team “Sezam”

PERSONAL PROJECTS

Connect 4 game - embedded

In a two-person team at the Czech Technical University, we developed a Connect 4 game for the MicroZed APO board as part of the Computer Architectures course. Written entirely in C, the project used a finite state machine to control the game flow and integrated several peripherals such as the LCD, LEDs, rotary encoders, and a piezo speaker. The work emphasized teamwork, embedded system design, and low-level programming.

[Link](#)

Reddit video scraper

Stores video metadata into a MySQL database and then downloads videos to disk. Written in Python.

Advanced clicker

An easy-to-use Windows program for clicking automation written in C#.

[Link](#)

Accessify

Access control system intended for use in residential complexes and industrial facilities. Based on Arduino Mega. It is meant to be managed with a Windows application written in C#.

PUBLICATIONS

- 2023 **Reversing BLE Remote Control Protocols of Dual Channel LED Lamps with CCT and Illumination Control**
Conference paper; IEEE

LANGUAGE SKILLS

- BULGARIAN *Native*
- ENGLISH *Fluent*
- GERMAN *Elementary*