

Todor Dukov

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EDUCATION

B.Sc. in Computer Science, Sofia University “St. Kliment Ohridski”

10/2021 – 07/2025

- Achieved **5.76/6.00** overall GPA.
- Scored **6.00/6.00** on the State Examination.

Teaching Experience:

- **Languages, Automata, and Computability** (4 semesters): Delivered seminars on finite automata, regular expressions, context-free grammars, pushdown automata, and Turing machines.
- **Design and Analysis of Algorithms** (1 semester): Covered asymptotic analysis, algorithm correctness and completeness, lower bounds, and computational complexity theory.
- **Logic Programming** (1 semester): Taught first-order logic definability and satisfiability, programming in Prolog, and resolution methods for predicate logic.

PROFESSIONAL EXPERIENCE

Junior Software Engineer, MBition

01/2025 – Present

- Engineered embedded software solutions for **Mercedes-Benz** vehicle systems in compliance with **Vector’s AUTOSAR Classic** implementation – **MICROSAR Classic**.
- Developed Base Layer Software for Application and FBL modules using **DaVinci Configurator**.
- Integrated with **CANoe** for simulation and validation.
- Created automation tools: **Groovy** scripts for configuration, **Python** scripts for flashing software and internal tools, and **Bash** scripts for internal toolchains.

Junior Part-Time Software Engineer, Intellics Engineering

02/2022 – 06/2022

- Designed and implemented a mobile app using **Vue.js**, **Cordova**, and **Firebase** for scheduling and coordinating football games.
- Managed feature development and debugging to ensure smooth application performance.

Software Engineering Intern, Programista

11/2020 – 12/2020

- Developed authentication and real-time database functionality using **Kotlin** and **Firebase** for a mobile coding education platform.
- Applied best practices in coding and testing to maintain platform quality.

Software Engineering Intern, Musala Soft

06/2020

- Completed an intensive internship on modern software development practices.
- Built a real-time video chat application with **React** and **Express.js**, integrating WebRTC for peer-to-peer communication.

Software Engineering Intern, Proxiad Bulgaria

01/2020 – 03/2020

- Created a multiplayer Hangman game using **Express.js** and **React**.

SKILLS

Programming Languages:

C, C++, Python, Bash, Kotlin, Java, Typescript

Soft Skills:

Problem-solving, Teamwork, Leadership

Automotive:

DaVinci Configurator, CANoe

Tools & Platforms:

Git, Repo, Docker, Linux, JIRA, Make, CMake