



Todor Dukov

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EDUCATION

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

10/2021 – 07/2025

- Achieved **5.75/6.00** 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, Prolog programming, and resolution methods for predicate logic.

PROFESSIONAL EXPERIENCE

Junior Software Engineer, MBition

01/2025 – Present

I engineer embedded software solutions for part of the **Mercedes-Benz** vehicle systems in accordance with the **AUTOSAR Classic (MICROSAR Classic)** standard, ensuring high reliability, scalability, and maintainability. I am responsible for developing Base Layer Software for both the Application and Flash Bootloader modules of our team's ECUs using **DaVinci Configurator** and for integrating with **CANoe** to perform simulation and validation. I also develop automation tools by writing **Groovy** scripts for configuration processes, **Python** scripts for software flashing and internal development tools, and **Bash** scripts to streamline internal toolchains. I collaborate closely with cross-functional teams to optimize system performance, reduce integration time, and ensure smooth deployment.

Junior Part-Time Software Engineer, Intellics Engineering

02/2022 – 06/2022

I designed and implemented a mobile application using **Vue.js**, **Cordova**, and **Firebase** to streamline the scheduling and coordination of football games for social groups. I independently managed feature development and debugging to ensure the application functioned smoothly.

Software Engineering Intern, Programista

11/2020 – 12/2020

I contributed to the development of a mobile coding education platform by implementing authentication and real-time database functionality with **Kotlin** and **Firebase**. I actively applied best practices in coding and testing to maintain the platform's quality.

Software Engineering Intern, Musala Soft

06/2020

I completed a two-week intensive internship that included seminars on modern software development practices. I developed a real-time video chat application using **React** and **Express.js**, integrating WebRTC to enable peer-to-peer communication.

Software Engineering Intern, Proxiad Bulgaria

01/2020 – 03/2020

I developed a multiplayer Hangman game with **Express.js** and **React** as part of my introduction to full-stack web development. I also gained hands-on experience working with **Spring Boot** and **React** in a collaborative team environment.

SKILLS

Programming Languages:

C, C++, Python, Groovy, Bash, Kotlin, JavaScript, TypeScript, Java, GDscript, Vimscript, Haskell, Scheme, Prolog

Frameworks & Libraries:

Pygame, Tkinter, Vue.js, React.js, Apache Cordova, Express.js, Mongoose, Spring Boot, Jest, SFML, Raylib

Embedded Systems & Standards:

AUTOSAR Classic (MICROSAR Classic), DaVinci Configurator, CANoe

Databases & Backend:

Firebase, REST APIs, MySQL, MongoDB

Tools & Platforms:

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