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*

- 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 Flash Bootloader 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.
- Optimized system performance and reduced integration time.

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**.
- Gained hands-on experience with **Spring Boot** and **React** in full-stack development.

SKILLS

Programming Languages:
C, C++, Python, Bash, Kotlin, Java, Haskell, Prolog, Javascript, Typescript

Automotive:
DaVinci Configurator, CANoe

Tools & Platforms:
Git, Repo, Docker, Linux, JIRA, Make, CMake