MIHAIL SPASOV

BSc Computer Science Student

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📍 Burgas, Bulgaria

EDUCATION

Bachelor's degree in Computer Science and Engineering
Delft University of Technology
📅 09/2019 - Ongoing   📍 Delft, The Netherlands

High School
High School of Mathematics "Acad. N. Obreshkov"
📅 09/2011 - 06/2019   📍 Burgas, Bulgaria

5.92 / 6.00

PROJECTS

Ray Tracer
📅 09/2020 - 10/2020   📍 Remote
A team of three, we developed a Ray Tracer.
- I was responsible for implementing soft and hard shadows.
- Additionally, I implemented Bounding Volume Hierarchy structure to improve the rendering times for larger objects.
- The project was written in C++ using a CMake build system.

License Plate Recognitioner
📅 11/2020 - 02/2021   📍 Remote
As a team of two, we developed a script that processes a video and outputs license plate numbers, timestamp and a frame number at which they were detected using csv format.
- Relies on the yellow background of the plate (all Dutch license plates have yellow background).
- Does not use OCR or opencv.findContours, relies on manually implemented functions to segment and recognize characters.
- Uses NumPy library for faster performance.
- Solely done in Python.

Student-house Food Management
📅 11/2020 - 01/2021   📍 Remote
As a group of six, we developed a backend application using microservice architecture. The purpose of this application is to allow splitting the costs of food among all people that live in a household.
- Applied Design Patterns, such as the Chain-of-responsibility and the Strategy design pattern.
- Used a middle man - a gateway, for communication between microservices.
- Used Mockito framework to test tightly coupled entities.
- Used Mutation Testing tool to assess the quality and capability of the tests.

Book 'n Order
📅 03/2020 - 05/2020   📍 Delft
We, a group of six, developed an application that allows users to order food, hire room and/or bikes on the campus of the university.
- Worked on the backend, implementing services and controllers.
- Worked with Java, Spring, JUnit 5

PHILOSOPHY

"The first step is to want it, the second is being capable of doing it, the third and fourth step are doing it." - Nikolay Haytov

TECH STACK

Java   Python   C++   Spring
Mockito   SQL   Git   Gradle
JUnit   CMake   Blender

EXPERIENCE

Software Intern
Dizconto
📅 04/2021 - 06/2021   📍 Remote
We, a team of five, are going to rebuild the backend service, making it more user-friendly for non-technical users and improving the overall structure.
- Backend is built on Django and Python.

FIND ME ONLINE

in LinkedIn
https://www.linkedin.com/in/mihail-spasov-1431b01a7/

🌐 GitHub
https://github.com/mspasof

LANGUAGES

Bulgarian — Native

English — Proficient

Russian — Intermediate

Dutch — Beginner