





Zlatomir Kosev

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EDUCATION

UNIVERSITY OF NOTTINGHAM

Masters of Computer Science

Final Grade: First Class Honours

Nottingham

Sep 2016 - Jul 2020

VISION WEST NOTTINGHAMSHIRE COLLEGE

Software Development

Final grade: D*D*D*

Mansfield

Sep 2014 - May 2016

SKILLS

- **Programming Languages:** Java, C/C++/C#, HTML, CSS, JavaScript, LaTeX
- **Other Technologies:** Android Studio, Unity Engine, Git/GitHub, Visual Studio, Photoshop, Blender

EXPERIENCE

SELSTON LEISURE CENTRE

Operations Associate

Selston

Aug 2014 - Present

- Responsible for the organisation and management of company events. Ensuring all events are set up correctly and on time as well as meeting any other customer demands.
- Maintaining an accurate accounting of daily sales including the processing of memberships both through the system and through physical paper copies.
- Taking on the role of team leader, by managing a team of employees in order to ensure the centre achieves its aims and matches the expectations of all customers.
- In charge of recording and updating booking information. As well as ensuring the center maintains working order when system malfunctions occurred.
- First aid qualified. Trusted with the responsibility to run the centre independently when needed.

NOTABLE PROJECTS

IDEATION CARDS DIGI-SESSIONS

Unity Engine, C#, Oculus Rift

Fourth year group dissertation

- Developed and tested a Unity application which allows for ideation cards to be transferred to a digital medium with all the same functionality as physical cards with potential future expansion into virtual reality.
- Developed a modular service which allows for any ideation card deck to be imported into the system through the use of a **.csv** file which allows for easier testing by creators and saves money on printing costs.
- Designed and implemented a saving and loading system allowing for the state of the board to be saved and continued at a later time.
- Developed a system which allows for notes to be placed upon cards.
- Participated in weekly meetings with project supervisor to discuss and strategise future developmental plans.

MOBILE LEARNING APPLICATION

Android Studio IDE, Java

Third year dissertation

- Created and tested the effects of a multiple-choice mobile learning application on human memory retention.
- Organised and lead a group of 12 individuals through a multiple week learning experience to gather and analyse the results of the application.

- First long term independent project using software that I was not completely familiar with. Taught me a lot about time management skills as well as the extent of my own abilities.

ANDROID RUNNING TRACKER APPLICATION

Third year module

Android Studio IDE, Java

- Created a real-time activity tracking application utilising new Android OS features. These included database content provider/contract, binders, broadcast receivers, listeners, notification manager and intents.
- The application continuously logs and stores the user's current location during their activity through the use of a SQLite database which allows the user to see a visual representation of their activity.
- Created a saving system allowing for all activities to be saved upon completion and accessed/edited at a later date.
- Taught me a lot about Android OS feature set. The application was written in Java using the Android API.

2D PLATFORMER GAME

Second year module

C++, SDL

- Tasked to create a game of our choosing which met lecturer requirements using a provided SDL framework.
- Implemented a 2D platformer game which utilises a variety of features such as lock and key puzzles, collision detection, health, enemy and obstacle movement/logic and map loading through text files.
- I thoroughly enjoyed the process of creating this game as it allowed me to expand on my previous knowledge of the C++ language and gain more experience in managing larger scale projects by myself.

More projects available at <http://zlatkosev.me/>

HOBBIES AND INTERESTS

- In my spare time I have taken classes to become a qualified badminton trainer. This has allowed me to lead classes during the weekends where I teach up to 10 children between the ages of 11-16. This has allowed me to develop my leadership abilities further as well as deal with unexpected situations and manage them effectively.
- I have also helped promote activity to the local community by leading classes in schools and at organised events. This primarily involved communicating with people and recommending activity to them based on their physical ability.
- I also have a general interest in fitness, primarily taking part in Brazilian Jiu-Jitsu both in university and Nottingham MMA whilst weightlifting and running in my spare time.
- Taking part in physical challenges regularly such as endurance competitions like Tough-Mudder has allowed me to improve my ability to perform under pressure as well as handle unexpected short-comings. Furthermore it has helped me develop a discipline to carry out work regardless of any circumstance.
- I have an interest in multimedia creation/learning. This includes using Photoshop to further enhance current images as well as using Blender in order to create models for games.

LANGUAGE SKILLS

- **English:** Fluent
- **Bulgarian:** Native Tongue

REFERENCES

EMILY WILLIAMS, GENERAL MANAGER

SELSTON LEISURE CENTRE

Selston Leisure Centre, Chapel Rd, Selston, Nottingham NG16 6BW

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