Atanas Yonkov

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EXPERIENCE

Joint Master Thesis — February 2024 – Present (4m)
CWI (Centrum Wiskunde and Informatica) and University of Amsterdam (UvA) — *Amsterdam, The Netherlands*
- During my master's thesis project at the Netherlands Institute of Mathematics and Informatics, I am studying the user experience of displaying subtitles in extended reality (XR) environments
- Integrated eye tracking functionality of the Meta Quest Pro into a Unity theatre application in order gather data during the study

Junior Software Engineer — April 2022 – August 2023 (1y 6m)
Merkle — *Sofia, Bulgaria*

Junior Software Engineer — *Feb 2022 – August 2023 (8m)*
- Developed an internal rewards system using Next.js, Apollo GraphQL and Knex.js
- Conducted my bachelor thesis, which was focused on exploring to what extent utilizing modern frameworks can improve the company's development process
- Fixed bugs within client projects
- Developed a functionality for setting up and syncing (between dev and prod) on-demand sandboxes

Software Engineering Intern — *April 2022 – Feb 2023 (10m)*
- Developed mock projects making use of the SalesForce Commerce Cloud platform

Front-end Developer — July 2021 – February 2022 (8m)
GILO Technologies — *Rijswijk, The Netherlands*
- Developed and implemented the foundation for the GILO Google Docs add-on using TypeScript
- Developed and maintained the GILO Microsoft Word add-on using TypeScript and Node.js
- Created short animations with marketing purposes using Adobe AfterEffects

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, HTML/CSS, Python, SQL(MySQL), Bash, C#, R
Frameworks: React, Redux (Thunk), Node.js, Next.js, Material-UI, Knex.js, SFCC, Apollo GraphQL, Tailwind CSS, FastAPI, D3.js, Chart.js, numpy, pandas, matplotlib
Tools: Git, VS Code, Postman, Unity, Eclipse, MatLab
Concepts: OOP, Agile Development, Scrum

EDUCATION

University of Amsterdam — Amsterdam, The Netherlands
Master of Science in Information Studies, Current GPA: 8.1 — *August 2023 – Present*
- Next.js and Node.js were used to develop a full-stack web application for a research project focused on automating construction of formal normative language models

Halmstad University of Applied Sciences — Halmstad, Sweden
Erasmus Exchange in Computer Networks (Minor) — *August 2022 – January 2023*
- Learned the fundamentals of computer networks based on Cisco CCNA
- Studied system administration and gained practical insights into managing large-scale computer and network systems
- Applied networking concepts using Linux and Python

Fontys University of Applied Sciences — Eindhoven, The Netherlands
Bachelor of Science in Information and Communication Technology, — *August 2019 – August 2023*
- Collaborated with both internal and external stakeholders to produce various projects
- Developed websites, mockups, user journeys, personas, and similar
- Utilized established research methods (CMDMethods.nl) to test, implement and validate
- Created small video games using Unity and made custom 3D props and assets using Autodesk Maya

CERTIFICATES

Languages: English C1 (CAE), Russian B2 (TORFL-2), French B2 (DELF)
Technical: Adobe Premiere Pro (Softuni Creative, May 2021), Agile Software Development (Coursera, Sep 2020), Brand New Brand (Coursera, June 2020), Introduction to Typography (Coursera, May 2020), Fundamentals of Graphic Design (Coursera, May 2020), Intermediate SQL Queries (DataCamp, Nov 2019), Introduction to Tidyverse (DataCamp, Sep 2019),