BORIS KARAVASILEV

SOFTWARE DEVELOPER

"Soft skills, business insight and versatility make me unique."

I am computer science student at [BUT](#) in Czech Republic. Currently in my last year of bachelor. During my studies I went abroad for one semester at [Bangor University](#) in the UK and another semester in Denmark, also as an exchange student working part-time.

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EXPERIENCE

LOYALTY LOGISTIX LTD - REACT NATIVE DEVELOPER

2/2020 - 7/2020 | 6 months

During my semester in UK (Wales) as an exchange student, I found a part-time job at a local small-medium sized IT company. Their clients were mainly automotive companies like Jaguar, Hyundai etc. I was working mainly on an app for Hyundai South Africa. When I came in, I was given a task to implement a new design of the app together with one of my colleagues. I appreciated the support and guidance of my senior colleagues. They were always there for me, whenever I needed to ask a question or get a code review.

UNICONTROL - UNITY C# DEVELOPER

9/2019 - 12/2019 | 4 months

While my semester in Denmark as an exchange student I worked part-time for a Danish startup based in the city Odense. Here I worked in the game engine "Unity" using "C#" programming language to further develop a tablet application. This application was part

of a precise navigation / control system for compact excavators under 15 tons. I learned a lot about making small incremental changes, doing code reviews and collaborating in a small team. I also got a lot of insights on how startups are managed and grow.

FREELANCING - WEB DEVELOPER

6/2018 - 12/2018 | 6 months

After attending a course about entrepreneurship, I tried validating and starting different types of my product and service ideas. Most of them failed and were rejected by the market. Meanwhile I did several websites for small businesses and freelancers. Because it was difficult to balance many activities and university, I had to stop freelancing when the exam period started. Because of this journey into the world of managing my own business I learned a lot.

ELEDUS S.R.O. - JUNIOR C# DEVELOPER

4/2015 - 9/2016 | 1 year 6 months

This was my first part-time job that I did simultaneously with high school. In the beginning I worked mainly on smaller UI oriented tasks in Visual Studio WPF project. Later I started doing also more of the control logic and came in touch with MVVM architecture. In this job I was also introduced to GIT version control software for the first time. The desktop application that we were working on was a control panel for industrial x-ray machine for visual control of electronic circuits.

MY PROJECTS

GUIDEX

WEBSITE OF OUR STARTUP

In couple of weeks I went through a "React" course and was able to build a prototype web platform that allowed users to sign up, login and book places for events. There was no time left to build a custom back-end for it so I learned how to connect it to a "Google Firebase" service that provided all the authentication and a real time database services. This was meant to be a platform for connecting local guides or event organizers with people that want to experience something interesting. Guides would get paid when tickets would get purchased through our platform and we would get a commission. We organized about 10 test events and then canceled the project because of time and motivation difficulties.

SMART ROOM

HOME AUTOMATION - FRONT-END, BACK-END, HARDWARE

In couple of weeks in the begining of my exchange study semester in Denmark I created a full-stack control panel for a smart room. This was runnig on a Raspberry Pi linux

server in my room. For the front-end I used materialize CSS framework (I have experience with Bootstrap as well). The back-end was running on a Node.js with the "Express" framework for getting data from the server and executing hardware commands.

MAXIM DUŽEK

WEBSITE FOR MY CLIENT

This website is fully custom designed and coded. In order to make it look truly professional, I hired a designer to turn the wireframes that I have agreed on with my client into a final design. Then I also tried outsourcing the coding but ended up finishing it on my own anyway. On this project I practiced wide range of skills from price negotiation, management, actual coding and styling and finally presenting the final product to my client.

PODNIKNI TO!

WEBSITE FOR MY CLIENT

When I finished the course about starting a business the creators of the project asked me if I can rebuild their website. It was built on the "WordPress" platform. Because of this project I got more familiar with specificities of this platform. I also learned that doing backups is very important and security in WordPress websites can be an issue and special measures have to be taken.

CONTTEX

WEBSITE FOR MY CLIENT

I created my first custom WordPress theme to showcase a product of my friend's company. This theme gave him the option to easily modify the images, videos and texts on the website. It was particularly useful because he wanted to update some of the information and media on the website in the future without the need of a software developer. I learned how to turn a regular website that I coded and designed beforehand into a WordPress theme.

ONLINE MENTORS

WEBSITE OF MY PROJECT

After teaching the basics of programming to a student from the USA over Skype, I decided to create a platform for 1 on 1 online teaching. At first I designed this website in photoshop and afterwards coded it in a responsive way. The back-end never got done due to my loss of motivation to work on this project because of the big competition in the industry.

POCKET WIZARDS

MOBILE GAME

After creating multiple simple and unfinished games in "Unity" game engine, I decided to create a game from start to finish and publish it on "Google Play" store. It all started by brainstorming game ideas. Next step was to build a quick prototype and test if the basic game mechanics were fun. After that doing a lot of work to add more features and make it look and feel good. From programming, 3D modeling in blender, rigging, animating, level design and creating all the graphics for "Google Play". I did all of this in a restricted time interval of about 3 weeks after my exams and before the next semester started. After being closed in my room and working many hours I finally published it! Unfortunately it got only around 500 downloads because I didn't know that I have to do marketing in order for people to discover my game.

ROLEBOOK

MOBILE GAME

This was the first game that I published on the „Google Play" platform. Even though it never made it past alpha release and missed a full story, I learned a lot by programming it. It consisted of two parts which were both developed in "Unity". First was the actual app for reading interactive stories where player's choices changed the story that he was reading. The second part was the tool for writing these interactive stories for the game. Both were good enough to write a demo story in them, but I never elaborated on teaming up with a writer to get a real story and getting more people to test it.

JARVIS

VOICE ASSISTANT AND HARDWARE MODULE

Using "VisualStudio" and C#, I developed a voice controlled assistant with a hardware USB module powered by Arduino and hacked radio controlled outlets to enable voice control of home appliances. Voice recognition and synthesis was processed by interfacing Windows' built in libraries. I focused on creating easy to use user interface for adding, customizing and removing voice commands. It was possible to assign to every command an action. Actions were either running a program on the computer, opening a specific website or turning on or of an outlet.

ROBOTIC ARM

MECHATRONICS PROJECT

This was one of my first bigger projects. I crafted the mechanical part in our garage and programmed the "Arduino" and "PICAXE" microcontrollers in "C++" and "BASIC" programming languages. My dad helped me with designing and creating of the printed circuit board.

ACHIEVEMENTS

1st Place - [Improvisation speeches](#) (Toastmasters national round) 2018
1st Place - ["Robotiáda"](#), competition of line following robots 2016
1st Place - [Students` Professional Activities (SPA), city round 2016](#)
2nd Place - Students` Professional Activities (SPA), regional round 2016
1st Place - [Students` Professional Activities (SPA), city round 2017](#)
2nd Place - [Self-made microcontroller devices competition at BUT FEEC 2016](#)
2nd Place - Language competiton "A SCHOOL *ENGLISH CUP*", category "PET" 2013
2nd Place - Merkur perFEKT Challenge (Robotics team RDT) 2016
3rd Place - Language competiton "A SCHOOL *ENGLISH CUP*", category "KET" 2012
3rd Place - Electronics competition for primary school pupils 2012

IN MEDIA

["S Borisem Karavasilevem o podnikání, hlasem ovládané domácnosti Jarvis i mobilních hrách"](#)
[- With Boris Karavasilev about entrepreneurship, voice controlled home 'Jarvis' and mobile games.](#)