

# Georgi Nikolov

Software Engineer

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## About

A software engineer specialising in building advanced applications for web and iOS.

I have 10 years of solid experience in UI and graphics development, having worked with some of the biggest creative agencies and game companies with 1m+ daily active users.

I am very passionate about low-level computer graphics, real-time game physics, VR and animation. Part of the AWWARDS Dev Jury since 2021.

## Skills

### Programming

Javascript / Typescript, Swift, C, C++, x86 / Web Assembly, GLSL, HTML5, CSS3, SVG, GIT, Shell

### Web

DOM, React, Vue, Astro, tailwind, npm, Webpack, Rollup, Vite

### Apple

SwiftUI, CoreData, Combine, ARKit, MetalKit, SceneKit

### Computer Graphics

WebGL, OpenGL, WebGPU, Metal, GPGPU / Compute, Software rasterisation, Raytracing, Linear algebra, Physics Engines, Animation, (Data) Visualisation

### Backend

PostgreSQL, Node, Express, Nextjs, Wordpress, Drupal

### Languages

English (fluent), German (conversational), Russian (conversational), Bulgarian (native)

### Software

Photoshop, Illustrator, Figma, XCode, Visual Studio (Code), Microsoft Office

## Education

**"CODAM" - Private College for Multimedia, Computer Graphics and Animation**

### Relevant courses:

Pascal, Java programming  
Animation theory, Flash and Actionscript  
Adobe Photoshop / Corel Draw  
Graphic design, web design, typography, printing  
3D graphics with Autodesk 3ds Max and AutoCAD

## Works

### Freelancer

2021 - Present

#### Plato Team

With 1m+ daily players from around the globe, speed and performance matter a lot in Plato games.

I worked closely on the in-house rendering engine, developing various new graphics techniques for it, animation tooling and different supporting libraries for the game developers.

#### UNIT9

Created various interactive data visualisations via WebGL / Threejs with custom physics and animations.

Aggressively improved page speed and performance, dynamically scaling down VRAM usage if needed.

#### Xymatic GmbH

WebGL / Frontend Developer 2018 - 2021

Worked on the in-house WebGL rendering engine, developing subtitles rendering, various UI elements and VR support.

Developed internal visualisation heavy apps with React, showing data from tens of different endpoints. Developed custom SVG charting libraries with aggressive shape merging and caching for reduced DOM size.

Shipped custom built video player with various advertising systems support and custom recommendations to the most visited websites in the German speaking world.

#### Wonderland Industry

WebGL / Frontend Developer 2016-2018

Worked on different websites and visualisations extensively using Threejs and vanilla WebGL. Implemented lots of websites with Vue frontends and Wordpress backends.

### Revenviews

Frontend Developer 2015-2016

Helped develop internal marketing management application and migrate the code from legacy Backbone.js to React.

#### SonicomIT

Frontend Developer Intern 2014-2015

Developed and helped design numerous client websites.