Nikolay Georgiev

Software Engineer

React, Next.js, TypeScript, Node.js and PostgreSQL

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Open to remote and Varna-based engineering roles

Professional Summary

Software engineer in Varna with a BSc in Computer Science. At DXC Technology I work on backend services of a large enterprise insurance platform. On my own I design and build systems end to end: an education platform in production for a client, a realtime community and commerce platform, a local-first AI assistant and embedded firmware. I take a feature from the database schema through the API to an accessible interface, and I say plainly what is finished and what is not.

Technical Skills

Frontend: TypeScript, React, Next.js, JavaScript, Tailwind CSS, HTML and CSS, Accessibility, Responsive design

Backend and data: Node.js, Express, REST APIs, PostgreSQL, SQL, Redis, Authentication, BullMQ, OpenAPI

Realtime: Socket.IO, WebRTC, LiveKit, Server-Sent Events

AI applications: LLM application development, llama.cpp, Model Context Protocol, faster-whisper, Python

Systems and embedded: C++, Arduino, Rust (learning), Tauri, Unity, C#

Delivery and tooling: Git, GitHub Actions, Automated testing, Docker, Railway, Linux, Stripe

Professional Experience

Junior Backend Developer

Sep 2025 – present

DXC Technology · Varna, Bulgaria

- Develop and maintain backend functionality and web services on a large enterprise insurance platform for a major insurance group.
- Trace defects through a substantial legacy codebase, find root causes and ship fixes through enterprise QA and release processes.
- Picked up a proprietary, Prolog-like declarative rules language with little documentation, and work daily in English with distributed international teams.

Independent engineer

Feb 2025 – present

Self-employed: own products and client work · Varna, Bulgaria

- Build and run Zone 32-19, my own community and commerce platform, and deliver USS X Academy, a live education platform for a training centre.
- Develop J.A.R.V.I.S., KObait and Malrynth as long-running personal systems across AI, embedded hardware and operating systems.

Content Moderator

Oct 2024 – Sep 2025

Genpact · Bucharest, Romania

- Reviewed user-generated content against community policy under QA targets, and contributed process improvements adopted for the assigned market.
- Self-reported: 300 to 400 items reviewed a day at about 90% QA accuracy.

Projects

USS X Academy

Production · May 2026 – present

Education platform with live classrooms

A platform for a Bulgarian vocational training centre, in production at ussxacademy.bg: course intakes, applications, live classrooms on LiveKit and a regional technician directory. I am its only engineer.

- Designed contract-first: an OpenAPI 3.1 specification with 216 operations generates the typed client.
- Sign-in works across two registrable domains without sharing a cookie or a credential.
- Conversions fire only after the server confirms an application, carry no personal data and are deduplicated.

Stack: Next.js, TypeScript, Express, PostgreSQL, Redis, LiveKit, OpenAPI

Zone 32-19

Active development · Feb 2025 – present

Community, commerce and realtime platform

My own platform, built alone: a Next.js client, an Express modular monolith with 39 domain modules and PostgreSQL with 126 versioned migrations. It runs in a development environment; the public launch is pending.

- Stripe webhook events resolve to exactly one effect, even under retries and multiple replicas.
- Two identities in one database. Public users and employees live in separate schemas with separate sessions, MFA and audit trails.

Stack: Next.js, TypeScript, Node.js, PostgreSQL, Redis, Socket.IO, WebRTC, Stripe

J.A.R.V.I.S.

Active development · Aug 2026 – present

Local-first AI assistant

Private desktop assistant with a registry of 100 compiled operations at fixed authority tiers, a local Qwen model on llama.cpp and a Rust and Tauri shell. Much of the code is written by AI agents under my architecture and review.

- Answers that claim an action the runtime never took are refused before they are shown or spoken.
- The window and the host talk over a parent-child pipe, so no local port is ever opened.

Stack: TypeScript, Node.js, Rust, Tauri, llama.cpp, Model Context Protocol

Caelora

Prototype · Oct 2026 – present

Voxel fantasy sandbox game on Unity 6

A playable Windows build, v0.1.0. Unity 6 draws the world; the meshing, streaming, saves and living trees are my own code, much of it written with AI agents.

- Rules and rendering never trade places. An engine-free, deterministic authority owns the world; Unity only draws it and asks for changes through commands.
- A crash cannot pair new world data with an old player. One commit file names every saved part with its size and checksum.

Stack: Unity, C#, .NET

KObait

Prototype · Mar 2026 – present

Embedded remote-control boat

A handheld remote and a boat controller joined by a radio protocol of my own; the integration, firmware for both boards and test tooling are mine. Bench-tested, not yet on the water.

- Only one part of the code may drive the motors, and tests enforce it.
- A lost radio link stops the boat. Autonomous return is deliberately not built until it is an explicit decision.

Stack: C++, Arduino, Python

Education

BSc Computer Science
University of Ruse "Angel Kanchev" · 2019–2023

Diploma, Mathematics and Informatics
"St. Kliment Ohridski" High School, Silistra · 2012–2019

Certifications

Generative AI Essentials, AWS Partner training
Agentic AI Essentials, AWS Partner training

Languages

Bulgarian (Native), English (Fluent, daily working language), German (A2), Russian (A1), Japanese (A1)