

Contact

Varna, Bulgaria. Open to remote and Varna-based engineering roles

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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

Languages

Bulgarian
Native

English
Fluent, daily working language

German
A2

Russian
A1

Japanese
A1

Certificates

Generative AI Essentials
AWS Partner training

Nikolay Georgiev

Software Engineer

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

Profile

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.

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.

Education

BSc Computer Science

University of Ruse "Angel Kanchev" · 2019–2023

Diploma, Mathematics and Informatics

"St. Kliment Ohridski" High School, Silistra · 2012–2019

Selected 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

Agentic AI Essentials
AWS Partner training

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