

# Peter Iordanov

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Fullstack Engineer with 7+ years of experience working in the information technology and services industry.

## Experience

### Fulcrum GT, Senior Manager - Software Engineering | Remote

Jan 2024 - Present

- Standardize and methodize software development procedures to scale team growth and contributions
- Develop and share onboarding resources for new members to quickly get up to speed with development practices
- Delegate responsibilities and tasks between team members and help advise them when facing issues
- Adopt **NextJS** with **Redux Toolkit** into new product infrastructure to keep product in spec with latest standards and best practices
- Create and review **JIRA** cards to ensure stakeholder's requirements are met and user stories are clearly defined
- Setup **NextAuth** to handle authentication layer with a custom **OAuth** multi-tenant provider supporting JWT tokens

### MIT Reality Hack, Platform Developer | Cambridge, MA / Remote

Mar 2022 - Present

- Develop and maintain the realityhack.world web portal to support the whole event from applications to judging
- Attend weekly status meetings to remain in sync with rest of volunteer development team
- Built **HTML Canvas** map to display real-time status of lighthouse modules for each hacker team with provided **WebSocket API**
- Created an admin portal to allow organizers to review incoming applications and update review status of all application
- Generate Typescript types of backend OpenAPI schema using **openapi-typescript**

### Fulcrum GT, Senior Software Development Engineer - New Technologies | Chicago, IL / Remote

Sep 2017 - Jan 2024

- Continuously iterate on the design and implementation of multiple solutions across Fulcrum's standalone products from ideation to release
- Write production-ready code in **Typescript/React** to create powerful UIs for lawyers to easily search and gather data for their clients
- Create wireframes of pages to gather feedback from stakeholders and developers
- Setup infrastructure for **Playwright** testing both on local machines and in the project pipeline
- Migrate entire project from deprecated create-react-app to **Vite** build tooling
- Review code and manage other engineers to ensure best practices and overall team growth
- Investigate and embrace cutting-edge web technologies and practices, then incorporate them into our own practices
- Conduct interviews and participate in outreach programs to grow the Fulcrum team

## Education

3.3/4.0 **B.S. in Computer Science**, University of Illinois at Urbana-Champaign | Champaign, IL

2013-17

**Achievements:** UIUC President's Award Honors | Boy Scouts of America: Eagle Scout | MIT Reality Virtually Hackathon: 2nd Place Grand Prize in VR

**Courses:** Virtual Reality | Interactive Computer Graphics | User Interface Design | Data Structures | Algorithms & Models of Computation | Theory II (Advanced Algorithms) | Programming Languages & Compilers | Art of Web Programming | Artificial Intelligence | Applied Parallel Programming | Applied Machine Learning

## Skills

<b>Programming</b>	Javascript, Typescript, React, Vite, NextJS, Mobx, Redux/Redux Toolkit, Material UI, Webpack, Babel, Git, Python, Django, Bash, Websockets, Java, Rust
<b>Software</b>	Gitlab, Codeberg, JIRA, Confluence, Visual Studio Code, Webstorm, Docker, Unity Engine, Godot, Project North Star, Postman, Insomnia, Linear

## Projects

### HOVR - MIT Reality Virtually Hackathon

Oct 2017

Best Vive Hack, 2nd Place Grand Prize in VR

Cambridge, MA

- In a team of four, created a virtual environment for physical therapy patients to explore and interact with worlds outside their current setting while receiving necessary exercise
- Calibrated a HOVR exercise device with **Vive** trackers to record user movement and map it seamlessly into the **Unity**-built virtual world
- Added goals for the user to interact with the world, such as kicking a ball or waving hands towards a flock of birds

### Project Cat

May 2017

Final Project of CS 498 VR

Urbana, IL

- Used **Photon Engine** to optimally sync user movement in a multiplayer VR fighting game
- Spawned attack objects by responding to user gestures made with their arms, and tracked collisions of attacks to awards players points for successful hits
- Optimized network data by minimizing data being tracked by Photon

### Ecstasis

Jan 2020

MIT Reality Hack

Cambridge, MA

- Constructed an out-of-body-experience (OBE) generator controlled by trusted therapists that would personalize the experience for their clients
- Used a **Project North Star** AR headset to create a 3D user interface with **Unity** meant to control the OBE and display information important to the wearer
- Incorporated a **Leap Motion Controller** to track the user's hand movements to control the augmented user interface