

Nikol Ivanova

TECHNOLOGY SCHOOL “ELECTRONIC SYSTEMS”

11th grade - System Programming

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PROFILE

Hands-on student passionate about software engineering and building real-world applications. I actively participate in competitions, hackathons and tech events, and I develop full-stack projects spanning backend, frontend, and mobile. Motivated to deepen my knowledge and grow as a software engineer.

EXPERIENCE & ACHIEVEMENTS

Organizational Coordinator — Hack TUES 12 & TUES Fest 2026

- Coordinated 6 sub-teams — sponsors, logistics, PR, IT, design and video — for large-scale student technology events
- Developed leadership, delegation, communication and teamwork skills through end-to-end event planning and execution under tight deadlines

Haemimont AD — Summer Internship 2025

https://github.com/Maycheto/internship_heamimont

- Backend development of a web application for insurance companies using Java, Spring Boot, PostgreSQL and React Native

2nd place TUES Fest 2025 — Struna

1st place Balkans 2 Business 2025 — American University in Bulgaria — Struna

SELECTED PROJECTS

Struna Posture-monitoring system — full mobile app

https://github.com/Nikolii8/Struna_1

- Designed and built the entire companion mobile application from scratch, from UI/UX design to the final working app, including live data visualization and the connection to the device
- Real-time posture-tracking system pairing the app with STM32 and accelerometer hardware
- Built at Hack TUES 11 · 3 sponsor awards

TUES Website Rebuild (in development)

<https://github.com/TUES-2026-PBL-11-klas/websaitut>

- Frontend development for a full redesign of the official TUES school website, building the user-facing interface with Next.js, TypeScript, and a Directus CMS
- Part of the core development team delivering a production website used by the whole school

TechScape Educational programming game

<https://github.com/kristin-lina-todorova/Pomelo>

- Developed an interactive game that makes programming accessible to beginners through gameplay and problem solving
- Built at Hack TUES 10 · 3 sponsor awards

Pulse Art Installation Real-time biometric art experience

- Interactive installation reading live heart rate (MAX30102) and visualizing it through NeoPixel LED matrices, built on dual ESP32

Engineering Programming · Web development · Embedded systems

Languages Python · JavaScript/TypeScript · Java · C/C++

AI & Dev Tools Git · KiCad · Docker · Claude Ecosystem

Spoken Languages Bulgarian (Native) · English (C1) · Russian (A2)