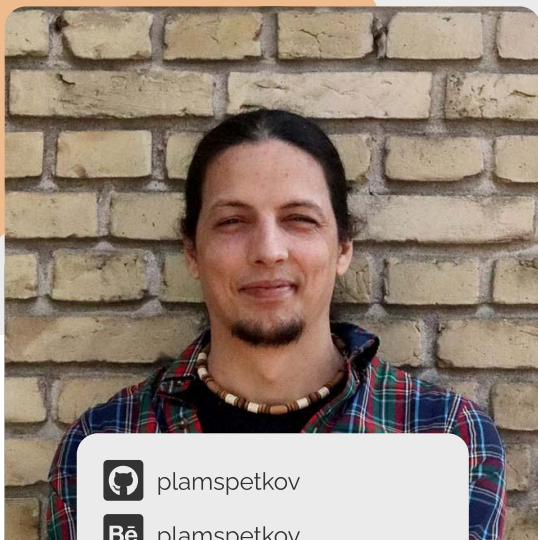









PLAMEN PETKOV

FRONTEND DEVELOPER / DIGITAL DESIGNER



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 Aarhus

EDUCATION

2020-Present

Online courses Web Development

UDEMY, LINKEDIN, SOFTUNI

- JavaScript
- React
- NextJs

2018-2020

Bachelor Web Development

ERHVERVSAKADEMI AARHUS, DENMARK

- Interaction Design
- React
- ExpressJs
- C#
- .NET/MVC
- Umbraco CMS
- Java
- Android Apps

2016-2018

Multimedia Design and Communication

ERHVERVSAKADEMI AARHUS, DENMARK

- Design Principles
- Color Theory
- Typography
- Composition
- Brand Identity
- User Centric Design
- Web Design
- App Design
- HTML
- CSS
- JavaScript

Hi!

I am a curious and open-minded individual with a passion for learning new technologies and expanding my existing skills. My experience in Javascript and React has been enhanced through my proactivity in research and courses, and the projects I have done. My degree in Multimedia Design has enabled me to further develop my UI design and Digital Design capabilities.

I am confident that I can be a valuable addition to the development team, offering my full dedication and commitment, as well as a friendly presence. I am eager to join a company and make a positive impact with my knowledge and expertise.

EXPERIENCE

2023

FRONTEND DEVELOPER / INTERNSHIP

CyberMinds

Key Responsibilities:

- Building MVP of Search and Match candidates tool
- Integrating AI powered platform Affinda into a Wordpress website with a custom plugin
- Designing and building an interface for the tool with React, implemented in the website

Technologies Used: Wordpress, PHP, React, ReactPress, Rest API

2022-2023

FRONTEND DEVELOPER / INTERNSHIP

GreenCarLane

Key Responsibilities:

- Building landing page and client-side website
- Creating an interactive map using Google API / Leaflet
- Building a dashboard

Technologies Used: Vite, React, CSS module, Sass, ChartJS, Nivo

2021-2022

UX / UI DESIGNER / INTERNSHIP

AUTOMAIT

Key Responsibilities:

- Redesign of existing website to match the value proposition that the company is offering
- Building a layout which to offer a proper overview of the company's product
- Creating friendly tone of voice through layouts and color

Result: Color definition, Interactive Figma prototype. Builded Wordpress staging version of the actual website ready to be launched.

2021

DIGITALIZATION PROJECT CONSULTANT / INTERNSHIP

Tange Gruppen

Key Responsibilities:

- Business and Marketing Automation
- Research on the chosen automations system
- Optimization of workflow and UI

Result: Overview of the system and its possibilities and how the company can benefit from it. Spotting weaknesses in the system's security - protecting company's resources and avoiding possible data exposure. Suggestions of improvements for the system. Building an example of Business and Marketing automation.

2009-2013

Bachelor Pedagogy of Art

ACADEMY OF MUSIC, DANCE AND FINE ARTS,
BULGARIA

- Drawing
- Engraving
- Etching
- Screen Printing
- Linocut
- Lithography
- Printing
- Oil Painting
- Sculpting
- Human Anatomy
- Animal Anatomy
- Live Drawing
- Color Theory
- Composition
- Typography
- Graphic Design
- History Of Art
- Pedagogy

SKILLS

HTML CSS Sass Tailwind Javascript

React NextJS MongoDB Firebase

Wordpress Sketching Illustrator

Figma Blender Photoshop

VOLUNTEER

2016-2018

LECTOR

Business Academy Aarhus

Key Responsibilities:

- Digi Day lection about Blender
- 3D for beginners
- Photoshop Workshop assistant
- Leader of Sketch Club

LANGUAGE

ENGLISH Fluent

BULGARIAN Native

DANISH Beginner

HOBBIES

Tech Coding Drawing Reading

Biking Hiking Movies

2019-2020

PIXEL PAINT - FOUNDER

Freelance

Key Responsibilities:

- Creation of Brand Identity
- Website creation using Wordpress
- Creation and implementation of custom Web Designs using custom CSS
- Illustrations for various purposes from print to digital media, tools and website.
- Icon pack creation
- Designing User interfaces for games
- Graphic Design - posters, leaflets

2018-2020

DIGITAL DESIGNER AND MD CONSULTANT

ScienceAtHome

Key Responsibilities:

- Creation and optimization of User Interfaces of games - SkillLab Science Detective, Urbanizer
- Producing icon packs
- Illustrations for various purposes from print to digital media, tools and website.

Result: Full implementation of the Interfaces /
Implementation of all icon packs and illustrations.

2019

BACHELOR PROJECT - AR APP

Aarhus Cultur Walk

Key Responsibilities:

- Creating mockup of the interface for the App
- Creating illustrations which to reflect the brand and their activities
- Creating a Prototype of AR app with functionality to display photos in the AR space and map

Result: Full implementation of the interface. Partial
implementation of the map and full implementation
of the Photo View. Implementing all graphics and
illustrations.

2014-2016

PHOTO RETOUCHER

M+W Media Network

Key Responsibilities:

- High quality photo retouches for fashion catalogues.
- Color adjustments of the photos.
- Creating complex photo collages.