

# Bozhidar Marinov

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## Education

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**Thomas Edison State University - Online**  
**Bachelor of Arts for Computer Science**

Sep 2023—est. 2026

**Author Conservatory - Online**  
**Fiction Track, Year 1**

Apr 2021—Mar 2023

– Wrote a 50k novel with guidance from professional writers; started my own lemonade-stand business.

## Professional Experience

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**Comrade Cooperative, Bulgaria**  
**Chairman**

Dec 2022—Ongoing

- Managed the lifecycle of the first grant application (for \$10k) of the Cooperative, drafting the initial proposal and communicating with the sponsoring organization throughout
- Led the full development lifecycle of that grant-financed project, maintained the project's open-source repository, coordinated the work of the team, led the code review, and documented the project

**Senior Software Developer, part-time**

Aug 2019—Dec 2023

- Architected and developed smart contracts comprising a Decentralized Autonomous Organization
- Integrated C# message-passing smart contracts with Tendermint as part of rearchitecting the fundamental building blocks of a C# blockchain project

**Programming course for kids, Bulgaria**

Jan 2023—Mar 2023

**Own business**

- Organized ~10-week online course and taught JavaScript to a total of 18 kids aged 11~15. During the course each student made their own game and presented it to the rest of the group
- Conducted business research, marketing, and administration for that same course

**Obecto, Bulgaria**

**Senior Software Developer, part-time**

Aug 2019—Jan 2023

- Developed the internal pieces of a novel stream-processing framework on top of Apache Ignite
- Maintained the documentation and open-source repository of that stream-processing framework
- Assisted teammates with debugging code built on top of aforementioned framework
- Fixed issues deep in the Apache Ignite and got changes merged upstream

**Internship**

Jun 2015—Aug 2019

- Worked on an AI-powered market trading engine together with a remote team; developed a genetic programming framework based on the Actor model
- Launched the first Kanban-style sprint in the company for a prototype AI-powered learning platform

## Languages and IT skills

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**Bulgarian:** Native

**English:** Fluent

**TOEFL** 109/120

**IT Skills:** Programming (Expert—JavaScript, C#, Python, Kotlin, Java, C++, Rust, Solidity; HTML/CSS), GIMP, Blender, Google Sheets, Docs/Slides, Zoom

## Additional Experience and Achievements

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**Godot Game Engine, Core Contributor**

2015—2020

- Ranked #12 in terms of commits made to the main repository of the engine
- Maintained the engine's scripting language parser and runtime together with another contributor

**2nd / 1st place in "I Can Here And Now" Competition, programming**

2014 / 2015

**1st place at National Winter Informatics Competition**

2013