

Bozhidar Marinov

Senior Full-stack Software Engineer

Software Engineer with 10 years of experience developing open source projects, collaborating remotely, mentoring teammates, designing complex system architectures, solving problems across the whole stack, streamlining CI/CD and developer experience, and delivering clean, documented, maintainable code.

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Experience

"Programming with Bojidar", Bulgaria

Self-employed

Jan 2023—Present

- Taught JavaScript to a total of 20 kids aged 11~15; with students making and presenting their own small projects
- Reached ~50 people via Facebook and email during business research and converted 18% of them into final sales

Comrade Cooperative, Remote, Bulgaria

Senior Software Developer (Part-time)

Aug 2019—Present

- Architected and prototyped 7 complex cutting-edge projects in collaboration with an all-remote team, including an S3-compatible storage running inside Trusted Execution Environments (TEE) with Minio and Kubernetes, contracts for a decentralized autonomous organization (DAO) in Solidity, and a C# smart contract framework on Tendermint
- Secured a \$10k grant for a blockchain oracle library, communicated with the sponsor, and led a flawless delivery

Obecto, Remote, Bulgaria

Senior Software Developer (Part-time)

Aug 2022—Jan 2023

- Maintained a stream-processing framework, assisted teams using it in 4 large projects (2 with external clients)
- Reported and patched 5+ bugs deep in Apache Ignite and other open source dependencies

Godot Game Engine, Remote

Core Contributor (Volunteer)

Apr 2015—Sep 2020

- Ranked #12 in terms of commits made to the primary repository of the engine
- Co-maintained the engine's scripting language runtime, maintained the PHP backend of engine's asset library
- Helped 100+ users in the community, triaged ~2100 issues, reviewed ~400 patches, organized documentation

Obecto, Hybrid, Bulgaria

Software Developer Intern

Jun 2015—Aug 2019

- Worked on 2 internal AI-driven prototypes with Akka, Neo4j, and web extensions
- Demonstrated Agile processes to a 50+-person company by starting Scrum sprints with Kanban-style tasks.

Education

B.A. in Computer Science

Thomas Edison State University, Online

Expected graduation: Dec 2026

Skills

JavaScript	Python	C	C++	Rust	C#	Go	Kotlin	Java	QML	Solidity	PHP	HTML	CSS	Scala	MariaDB
Godot	Vue.js	React.js	Android	Quasar	Linux	Docker	Kubernetes	Nginx	Bash	Git	GIMP	Kdenlive			
Blender	Inkscape	CI/CD	REST	Mentoring	Documentation	Debugging	Bulgarian (Native)	English (Fluent)							

Achievements

1st place, "I Can Here And Now", <i>Programming (team)</i>	2015
2nd place, "I Can Here And Now", <i>Programming (team)</i>	2014
1st place, National Winter Informatics Competition, <i>Competitive programming (solo)</i>	2013