NICHOLAS ILIEV

Software Engineer | 3rd Year Computer Science Student

🌐 nicholasiliev.com ⌨ github.com/NicholasIliev ✉ nicholasiliev.dev@gmail.com in linkedin.com/in/nicholasiliev

WORK EXPERIENCE

Software Engineer Intern
Unisys | Client: Lloyds Banking Group

📅 Jul 2024 - Jul 2025   📍 Manchester, United Kingdom · Hybrid

- Automated multi-environment updates across **13 ePortal systems** using **C#** and **.NET**, saving up to **98 hours** of **manual work**.
- Modernized legacy systems from **SOAP** to **RESTful API** integrations across **6 OS2200 mainframe systems** using **C**, **COBOL**, and **JCL**.
- Developed **CI/CD pipelines** in **Groovy** and **Python**, and **load testing** using **Jenkins**, managing up to **20** different **endpoint servers**.
- Executed **functional**, **regression**, and **system testing**, ensuring alignment with client requirements and debugging issues pre-deployment.
- Leveraged **Jira** for sprints and maintained documentation in **Confluence**, fostering collaboration and transparency across **11 teams**.

EDUCATION

BSc (Hons) Computer Science with Industrial Experience
University of Manchester

📅 Sep 2021 – Jun 2026

2:1 - Expected

A Levels: Math, Physics & English Lit.
St Johns Senior School

📅 Sep 2019 – Jun 2021

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PROJECTS

University | Game Development - 🌐 stendhalgame.org   📅 Sep 2023 - Dec 2023

- Led a team project in **Java**, utilizing agile **Test-Driven Development** with **unit** and **integration tests**, and **Git** for code version control.
- Collaborated with a **team of 6** over **3 months** to fix bugs and add new features into an **open-source** software project.
- Coordinated a large-scale project with over **10,000+ lines of code**, showcasing strong organizational and project management skills.

University | Employee Management System   📅 Nov 2023 - Dec 2023

- Created a management software by leveraging **database design** skills with over **20 distinct entities** to optimize data management.
- Designed a data model by creating an ER Diagram, implementing **normalization** techniques, and establishing foreign key relations.
- Implemented an end-to-end approach using **React**, **Next.js**, and **Tailwind** for the front end, and **PHP** and **MySQL** for the back end.

University | Leetcode Clone   📅 Feb 2022 - Apr 2022

- Encouraged effective team communication, fostering collaboration and idea exchange, showing strong interpersonal skills.
- Managed a full-stack team project, utilizing technical skills in **JavaScript**, **Bootstrap**, **HTML**, **CSS** and tools like **CodeMirror** and **Judge0**.
- Awarded **1st place** out of **60+ teams** for design implementation, where diverse challenges enhanced overall problem-solving skills.

Personal | Machine Learning   📅 Nov 2023 - Dec 2023

- Engineered a liveliness detection system using **Python**, **OpenCV**, **Ultralytics**, through **supervised learning** for **binary classification**.
- Trained a dataset of **20,000** images with a loss function from **YOLO** framework, achieving an **accuracy of 95%** on the validation set.
- Implemented the **Holdout Method** for data splitting, ensuring balanced and representative samples for the training and evaluation.

University | Library Management Software   📅 Nov 2023 - Dec 2023

- Refactored **C** libraries using **C++**, optimizing algorithms with **contemporary programming** approaches and elevating code efficiency.
- Achieved within **1 week**, demonstrating efficient time management and the ability to work in a fast-paced environment at University.
- Conducted independent research to contribute to unfamiliar systems, illustrating adaptability and self-directed learning.

University | AI Game Development   📅 Sep 2023 - Oct 2023

- Created an **AI** player within a **Java-based** game of Reversi, showcasing proficiency in object-oriented programming principles.
- Enhanced decision-making with the **Mini-max algorithm** and **alpha-beta pruning**, achieving a **100% win rate** against a human player.