Viktor Logodazhki

Software Engineer

Enthusiastic Software Engineer with a passion for innovation and problem-solving. Experienced with Flutter, React, and Spring Boot.

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EDUCATION

Bachelor's in Computer Science and Information Systems
American University in Bulgaria

09/2022 - 05/2026   *Blagoevgrad, Bulgaria*

Courses
- Fundamental Data Structures
- Database Systems
- Website Development
- Introduction to UNIX

WORK EXPERIENCE

Vice President && Software Developer
The Hub AUBG

09/2022 - Present   *Blagoevgrad, Bulgaria*
Non-profit Organization, Part of the Google Development Student Clubs

Achievements/Tasks
- Developed components for the frontend
- Worked on several functionalities on the backend
- Organised multiple aspects of the events of the Hub: Hackathon, Guest Lectures, Workshops
- Assisting the President in the club activities
- Helping to oversee the club structure.
- **Tech:** React, Python, Docker, MongoDB

IT & Logistics Specialist
Investment Management Club AUBG

09/2022 - Present   *Blagoevgrad, Bulgaria*
Student club at the American University in Bulgaria (AUBG)

Achievements/Tasks
- Responsible for Event Organising and Management
- Responsible for managing the club's website
- **Tech:** WordPress

ORGANIZATIONS

The Hub AUBG (09/2022 - Present)
Vice President && Software Developer

Investment Management Club AUBG
 (09/2023 - Present)
IT & Logistics Specialist

SKILLS

Dart · Flutter · Java · Spring Boot · HTML
CSS · JavaScript · React · C++ · Git
Microsoft Word · Microsoft Excel · Linux

PERSONAL PROJECTS

The Hub Website (09/2022 - Present)
- Created an API with Python that is being used for the annual hackathon organized by the club.
- Worked on the frontend of the website by updating it with new designs, information, and features.

Car Shop Application (05/2023 - 05/2023)
- An application representing a Car Shop where you can add, edit, and delete cars.
- Implemented with Spring Boot for the backend, ReactJS for the frontend, and MariaDB for the database.

Chat Application (03/2024 - 03/2024)
- An application to represent a real chat application. Has user authentication, push notifications, and connection with a backend - Firebase. Build with Flutter.

Slot Machine Game (03/2024 - 03/2024)
- This project contains the backend logic for a simple slot machine game.
- It is written in TypeScript and uses object-oriented principles to simulate spins and calculate payouts based on a predefined game configuration.

CERTIFICATES

Flutter & Dart - The Complete Guide [2024 Edition]
 (03/2023)
udemy.com

Algorithms with Java Fundamentals (08/2022)
softuni.bg

Programming with Java Advanced (03/2022)
progressbg.net

LANGUAGES

English   Bulgarian
Full Professional Proficiency *Native or Bilingual Proficiency*