

Lachezar Plamenov Hubanov

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Employment Experience

R&D Software Engineer — *Keysight Technologies Ltd.*

Sept 2016 — Present

C++ - development and maintenance of Telecoms simulation API – LTE Layer 1/Layer2.

C# - .NET Tools development w/ WPF and WinForms.

C# - Development of file management library for unreleased 5G product.

Software Developer Intern — *Sotypes Bulgaria Ltd.*

July 2015 — Sept 2015

Linux Shell Scripting for the BASH shell.

Python - Test script development for testing of Linux-based embedded architecture.

Hardware Engineer Intern — *EnOcean GmbH*

July 2013— July 2014

Embedded C software development for MSP430 and ARM architectures.

Education

University of Surrey — *MEng Electronic Engineering w/ Audio-Visual Systems*

Oct 2011 — July 2016

Graduated 1st class

Object-oriented design and C++

Embedded C programming

Computer vision and Machine learning theory; Neural Network Theory

Android and Java programming

Other Relevant Experience – Finished Games

All the games I have worked on can be found at <https://elhubanov.com>

The Tree of Life (*Source code can be found at <https://github.com/lhubanov/mmJam2018/tree/master>*)

Developed, initially, as a part of a 6-person team for Guildford Game Jam 2018 - Power, this 2D **Unity** game pits the player against clock, in a continuous struggle to regenerate the fading energy of their in-game mother. Most of the world of the game is procedurally generated. The enemy AI in the game showcases behavior such as pursuing, fleeing, avoiding collisions and wandering around in the game world. The source code for the game can be found at the above link.

Good Night, Good Morning – More an abstract exercise in mood and atmosphere, than a complete story, *Good Night, Good Morning* was developed as an individual **Unity** project for Ludum Dare 41.

Other Skills

Languages: English, German – Fluid, Bulgarian - Native