ALKIN MAYSTOROV

Software Engineer | TypeScript Specialist | React Ecosystem Expert | Aspiring Game Dev

Hamburg, Germany - 015770065027 - alkin971@gmail.com - **LinkedIn**, **Github**, **alkinmaystorov.com**

EDUCATION AND CERTIFICATIONS

High School Diploma, IT and Informatics - Lyuben Karavelov

Dobrich, Bulgaria | Sep 2012 – Jun 2016

- Specialized profile: Technological - Information Technologies
- Final Grade: 5.58/6.00 (Excellent with Honors)
- Focused on computer science foundations, programming, and algorithmic problem-solving
- Developed strong mathematical foundation and early programming skills

Software and Internet Technologies (One Year Completed) - Technical University of Varna

Varna, Bulgaria | Sep 2016 – Jul 2017

- Successfully completed all first-year coursework and exams
- Courses included: Programming Fundamentals, Data Structures, Algorithms, Web Development, Database Design, and Mathematics I & II
- Left due to family financial circumstances; gained valuable foundational CS knowledge

Full-Stack Web Development Bootcamp, MERN Stack - Ironhack (Credential ID 32768559)

Berlin, Germany (Remote) | Mar 2021 – May 2021

- Intensive 9-week, 400+ hour program focused on modern web development
- Built three complete full-stack applications from scratch
- Technologies: MongoDB, Express.js, React, Node.js, JavaScript, Git
- Agile methodology, pair programming, and collaborative development practices

PROFESSIONAL EXPERIENCE

Frontend Engineer - Vehiculum new mobility GmbH

Berlin, Germany (Hybrid) | Oct 2022 – Jan 2025

Led technical initiatives in a fast-growing automotive marketplace:

- Migrated UI framework from Tailwind to Mantine UI library (v7), reducing styling bugs by 35%
- Designed and implemented type-safe BFF architecture using tRPC, reducing API issues by 50%
- Developed SCSS-based dynamic rendering system, improving performance by 30% and avoiding €300k compliance risk
- Implemented i18next internationalization system, enabling European market expansion
- Mentored junior developers in React and TypeScript best practices through workshops
- Integrated React components within Webflow CMS using custom Webpack pipeline
- Translated complex Figma designs into production-ready, pixel-perfect UI components

Reference available from Engineering Manager: *"Alkin came from a completely different background, but he took the initiative to complete a coding bootcamp and mastered our coding challenge... What impressed me most was how quickly he picked things up... He is a fast learner, curious, and passionate..."*

SKILLS

- **Frontend**: React, Next.js, Vue, Nuxt.js, TypeScript, JavaScript, TailwindCSS, SCSS
- **Backend**: Node.js, Express, MongoDB, Mongoose, Prisma, tRPC
- **UI Libraries**: Radix UI, Mantine, Chakra UI, Material UI
- **Game Development**: Pygame (Python), Canvas API (JavaScript), Learning C/C++
- **Tools & Practices**: Git, GitHub, CI/CD, Jest, Cypress, Webpack, Vite
- **Concepts**: DSA, Component Architecture, API Design, Test-Driven Development

GAME DEVELOPMENT PROJECTS
Alien Invaders (Pygame)
Repo: github.com/a-maystorov/alien-invaders
- Classic arcade game recreation with enemy movement patterns and collision detection
- Implemented game state management, scoring system, and progressive difficulty
- Demonstrates understanding of game loops, sprite rendering, and input handling

Asteroids (Pygame)
Repo: github.com/a-maystorov/asteroids
- Physics-based space shooter with asteroid fragmentation mechanics
- Vector-based movement and rotation, collision detection with polygon shapes
- Shows application of trigonometry and physics simulation

Pong (JavaScript/CSS)
Repo: github.com/a-maystorov/pong
- Web-based implementation of the classic game using DOM manipulation and CSS
- Real-time rendering, ball physics, and paddle controls
- Demonstrates ability to create games for web platforms

Tic-Tac-Toe (Pygame)
Repo: github.com/a-maystorov/tic-tac-toe
- Implementation with AI opponent using strategic decision-making
- Game logic, win condition detection, and basic artificial intelligence
- Shows understanding of game theory and algorithmic thinking

FULL-STACK WEB PROJECTS

For detailed breakdowns of my current and past personal projects visit **my portfolio website.** Most of my projects are deployed to the web and are easily accessible.

LANGUAGES

Bulgarian: Native
Turkish: Native
English: Fluent (C1/C2 level)
German: Intermediate (B1 certificate by April 2026)