

Georgi Goranov Goranov

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PROFESSIONAL EXPERIENCE

Computer Vision Engineer (Graduation Intern) | ASML |
Veldhoven, Netherlands

Feb 2026 - Aug 2026

- Designed and implemented a hybrid pattern-recognition pipeline in **C#** and **OpenCvSharp (.NET)** for sub-pixel wafer alignment-mark localisation in **YieldStar** optical metrology software, combining **CLAHE** contrast enhancement, **AKAZE** feature matching, **NCC** refinement and **ICP** registration.
- Built a benchmark harness evaluating the prototype across **373** production images, recovering **87.7%** (327/373) of cases where the current commercial recogniser had failed, at a median localisation error of **1.29 px** and **101 ms** median runtime.
- Integrated the prototype into the YieldStar recognition stack behind the existing recogniser interface, driving pipeline behaviour through **configuration**, with **xUnit** unit tests mirroring existing production test fixtures, version-controlled in **Bitbucket** and tracked in **Jira**.
- Delivered a working prototype, a benchmark evaluation and an advisory recommendation assessing the feasibility of replacing the commercial **Cognex VisionPro** library with a **FOSS** alternative.

8vance Matching Technologies | Venlo, Netherlands

Software Engineer

Feb 2025 - Aug 2026

- Designed and implemented a job-refreshing pipeline using **Python**, **Cassandra** and **Dagster** orchestration to automatically update and maintain relevant job listings for internal and external customers every 6 months in **Ubuntu**.
- Refactored and upgraded the job-parsing pipeline from v1 to v2 using **Python**, **Django**, **PostgreSQL** and **Celery** to integrate the new data structure and compatibility of **Jobdigger NL**.
- Designed and implemented a company-wide testing pipeline in **Python** to transform raw input data into standardized formats for the 8vance ecosystem.

QA Engineer

Sep 2024 - Feb 2025

- Develop and maintain automated unit and end-to-end tests using **Selenium**, **Playwright** and **Python** for a custom codebase, improving test coverage and reducing manual testing time by **45%**.
- Collaborate in planning and executing the test automation strategy, ensuring continuous quality assurance throughout the software development lifecycle.
- Actively enhance the test automation framework to increase the efficiency and reliability of testing processes.

Information Technology Administrator

Feb 2024 - Sep 2024

- Administered and maintained **Azure** and **Microsoft 365** environments, managing user accounts, access controls, and security policies across the organization.
- Provided technical support to end-users both remotely and on-site, troubleshooting hardware, software, and connectivity issues to ensure minimal downtime.
- Configured and deployed company computers and user accounts, ensuring compliance with security protocols and company standards.
- Maintained **Synology** server infrastructure and utilized **Jira** for IT ticket management and project tracking.

Machine Learning Engineer (Intern) | Robert Exact Colours |
Emsdetten, Germany

Sep 2025 - Feb 2026

- Designing and implementing a feedback loop architecture for convolutional neural networks (CNNs) in **Python**, to support automated performance tracking.
- Integrated the feedback component with the project's **frontend** and **backend**, ensuring consistent data flow across systems.

Software Developer (Intern) | CPL International |
Borselstrasse 26, 22765 Hamburg, Germany

Feb 2025 - July 2025

- Built a real-time cargo-ship tracking **web application** with **React** and **Node.js**, integrating external **tracking APIs** for live ship location and cargo status.
- Developed **map-based visualization** with **3D mapping** and cargo **dashboards** showing shipment and container details.
- Implemented secure **JWT** authentication and delivered in **Scrum** sprints with planning, stand-ups, reviews, and retrospectives.

Full-Stack Developer (Intern) | Cross-border Business Development (CBBB) |

Venlo, Netherlands

Sep 2024 - Feb 2025

- Built and deployed a full-stack real-time multiplayer **web application** on the **MERN stack** (MongoDB, Express, React, Node.js) with **Socket.IO**, owning architecture, UI, and **API** design.
- Managed **hosting, deployment**, and **AWS** database integration, with a **database schema** for game data, user actions, and multilingual content.
- Created moderator **dashboard tools** for running rounds and tracking participant insights, plus data-collection features capturing gameplay decisions and feedback.
- Delivered a **responsive** interface for desktop and mobile, **multilingual** (Dutch and German) support, and **GDPR**-compliant secure login and access control.

Founder & Software Engineer | G2G Solutions (Startup) |

Venlo, Netherlands

2023 - Present

- Developed and launched "GSplit", a cross-platform fitness and workout tracking app for **Android and iOS** developed with **Flutter (Dart)**, featuring scheduling, timers, and **Firestore integration**.
- Currently in development and realization of a real-time sports analytical **SaaS** platform for Nederlandse Volleybalbond (Nevobo) using **Python, OpenCV, and sport cameras** for performance tracking and visual data analysis.
- In development of a **web and mobile app eco system** for land travel, leveraging **external APIs** and **AI forecasting** to reduce car emissions and improve road safety through live traffic, fuel price, and weather analytics.

Electrical & Software Engineering Trainee | Erasmus+ Program |

Schkeuditz, Germany

Nov 2021 - Dec 2021

- Specialized in **hardware software automation** and embedded systems design.
- Built prototype automation circuits integrating **microcontrollers and control logic**.

CORE SKILLS

Programming Languages: Python, JavaScript, TypeScript, Dart, HTML, CSS, Java, C#, SQL, CQL, Bash, PHP, C, C++, Haskell

Frameworks & Libraries: Astro.js, React, Node.js, Express.js, Next.js, Flutter, FastAPI, Django, Celery, Streamlit, Dagster, Socket.IO, OpenCV, NumPy, Pandas, Scikit-learn, Matplotlib, TensorFlow, PyTorch, Bootstrap, JetPack Compose, LoopBack 4, .NET

Cloud & Databases: MongoDB, Cassandra, Firebase, PostgreSQL, Redis, SQLite, AWS (EC2, S3), Azure, REST APIs, JSON, SQL, Docker, Render Database

DevOps & Tools: Git, Bitbucket, Docker, Linux (Ubuntu), CI/CD (GitHub Actions), Testing (PyTest, Jest, Playwright), Logging & Monitoring (Sentry), Jira, Apache Server, Virtual Environments, Render.com Deployment

Methods & Practices: Agile, Scrum, Sprint planning, Sprint review, Daily stand-up meetings, Iterative development, Requirements Analysis, System Architecture Design, Code Review, UI/UX Design, API Integration, Documentation, Cross-Functional Collaboration, Continuous integration (CI), Continuous deployment (CD)

EDUCATION

Bachelor of Science in Information Technologies | Specialization - Software Engineering & Data Science | Fontys Venlo University of Applied Sciences |

Venlo, Netherlands

Graduation: 2026

High School Diploma | Vocational High School in Electronics and Electrical Engineering, |

Plovdiv, Bulgaria

Graduation: 2022

Relevant coursework: Data Structures, Databases, Machine Learning, Software Engineering, Distributed Systems, Advanced Database Concepts, Algorithms and Data Structures, Applied Research and Data Analysis, Computer Architecture and Networks, Data Mining, Design and Architecture, Development Processes, Front-End Development, Operating Systems and Concurrency

CERTIFICATIONS

Erasmus+ & Vitalis: Certificate of Mobility and Competences for Sustainable Development | project number: 2020-1-BG01-KA116-078179 | Germany, Schkeuditz

Erasmus+ & Vitalis: Successfully completed the Smartphone Advanced Internship | project number: 2020-1-BG01-KA116-078179 | Germany, Schkeuditz

Vocational High School in Electronics and Electrical Engineering | Certificate for 4 level Programmer | Plovdiv, Bulgaria

HOBBIES

Civitas Volleyball: 1st place / Champions promotion class | Venlo, Netherlands

