

Svetlin (Alex) Bostandjiev

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Education

- Ph.D. in Computer Science**, University of California, Santa Barbara 2006 – present
- Area of focus: Web-Based Intelligent Interfaces and Information Visualization
 - GPA: 3.92 / 4.0
- Technology Management Program**, University of California, Santa Barbara 2007 – present
- GPA: 4.0 / 4.0
- B.A. in Computer Science & Mathematics**, Franklin & Marshall College, PA 2002 – 2006
- GPA: 3.92 / 4.0 (top 1%, summa cum laude)






Awards

- 21st Annual PACISE Programming Contest - 3rd award 2006
- 12th and 13th Annual Trinity College Robot Contests – top 10% 2005 – 2006
- Full Merit-Based Scholarship, F&M College 2003 – 2006
- John Kershner Scholar in Mathematics, F&M College 2005, 2006
- National Mathematics Competition of Bulgaria - 1st award 1996, 1998, 1999

Patent

- “A Scalable Technique for Interactive Visualization of Large Node-Link Graphs Natively in a Web Browser”
US Provisional Patent Application, UC Case No. 2009-702, Sept. 2009
B. Gretarsson, S. Bostandjiev, J. O’Donovan, T. Höllerer

Publications

-  (Under review) “WiGipedia: Eliciting Semantic Feedback through Visual Analysis of Context in Wikipedia”
S. Bostandjiev, J. O’Donovan, B. Gretarsson, C. Hall, and T. Höllerer.
- (Under review) “TopicNets: Visual Analysis of Large Text Corpora with Topic Modeling”
B. Gretarsson, J. O’Donovan, S. Bostandjiev, A. Asuncion, D. Newman, P. Smyth, and T. Höllerer.
-  “SmallWorlds: Visualizing Social Recommendations” (Eurographics / IEEE Symposium on Visualizations 2010)
B. Gretarsson, J. O’Donovan, S. Bostandjiev, C. Hall, and T. Höllerer.
-  “WiGis: Web-based Interactive Graph Interfaces.” (International Symposium on Graph Drawing 2009)
B. Gretarsson, S. Bostandjiev, J. O’Donovan, and T. Höllerer.
-  “A Visual Interface for Social Information Filtering.” (IEEE Conference on Social Computing 2009)
J. O’Donovan, B. Gretarsson, S. Bostandjiev, B. Smyth, and T. Höllerer.
*** Nominated for Best Paper Award, 10% acceptance rate**
-  “PeerChooser: Visual Interactive Recommendation.” (ACM Conference on Computer-Human Interaction 2008)
J. O’Donovan, B. Gretarsson, S. Bostandjiev, B. Smyth, and T. Höllerer.
- “Enhancing Classroom and Distance Learning Through Augmented Reality” (ED-MEDIA 2008)
C. Coffin, S. Bostandjiev, J. Ford, and T. Höllerer.

Membership

- Program Committee Member**, International Conference on Social Informatics ([SocInfo2010](#)) 2010

Work

- Software Engineer, Mindflash**, Santa Barbara, CA Summer 2009
- Participated in the design and implementation of an online Training Management System
 - Helped the company adopt Adobe Flex and developed Rich Internet Applications
 - Adobe Flex, ASP.NET, C#
- Software Engineer, Kaseya**, Santa Barbara, CA Summer 2008
- Researched client-side libraries integration in .NET. Developed for the company's web-based system.
 - ASP.NET, C#, JavaScript, Ajax, C++
- Architect, Developer, and Founder of a Social Networking Website, 3drasti** 2007 – 2008
- Created the first Facebook clone in Bulgaria; implemented all of Facebook's functionality before Apps
 - 20,000 users (0.3% of the population). 15,000 lines of code
 - Attracted a funding offer of half a million dollars from two major local companies
 - ASP.NET, C#, MsSql, JavaScript, Ajax, CodeSmith

Projects

- WiGis: Web-Based Interactive Graph Interfaces**, Research Project, UCSB 2008 – present
- Developed a technique for interactive visualization of millions of graphics primitives in the browser
 - Researched and compared multiple web technologies and techniques that can produce graphics on the web
 - Java EE, JavaScript, Ajax, SVG, MySql
- Scalable Internet Services**, Course Project, UCSB 2009
- Developed a multiplayer, web-based, real-time strategy game
 - Implemented as a load balanced, scalable web service in the cloud using RightScale server templates
- Web & Desktop Convergence**, Major Area Exam, UCSB 2009
- Researched how the Web browser is starting to replace the Desktop
 - Gathered ideas from Web 2.0, Rich Internet Applications, Semantic Web/Desktop, Cloud Computing
- Visual Interfaces for Recommender Systems**, Research Project, UCSB 2007 - present
- Worked on a team to develop visual interfaces for item recommendations
 - Facebook application integration
- Robotics: Autonomous Mobile Fire-Fighting Robots**, F&M College 2005 – 2006
- Awarded a Leser Grant for research in Robotics
 - Built robots that competed in the 12th and 13th Annual Trinity College Fire-Fighting Robot Contest
 - Designed path finding and robotic mapping algorithms
- Virtual Reality: Research Internship**, Ithaca, NY Summer 2005
- Received a Global Project Award
 - Programmed for the Source® game engine SDK developed by Valve™
 - Worked on a team to develop the Virtual Occupational Therapy Interview Simulation

Teaching

- Teaching Assistant**, UCSB 2006 – 2008
- Courses: Java Programming, Computational Science
 - * **Received an Award for Exceptional Performance as a Teaching Assistant**

Experience

C#, Java, C++, C, Adobe Flex, JavaScript, Ajax, HTML, CSS, SQL, ASP.NET, Java EE, Ruby on Rails, OpenGL

Interests

Visualization, User Interfaces, Human-Computer Interaction, Web 2.0, Web Development, Semantic Web