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
- Entrepreneurial track
- GPA: 4.0 / 4.0

B.A. in Computer Science & Mathematics, Franklin & Marshall College, PA — 2002 – 2006
- GPA: 3.92 / 4.0 (summa cum laude)

Awards

Full Tuition Fellowship and Teaching Assistantship, CS department, UCSB	2006 – 2011
21st Annual PACISE Programming Contest - 3rd award	2006
12th, 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 Graphs Natively in a Web Browser (patent pending)

Work

Software Engineer, Mindflash, Santa Barbara, CA — Summer 2009
- Helped the company adopt Adobe Flex and developed Rich Internet Applications (from front to back end)
- Adobe Flex, ASP.NET, C#, WebORB

Software Engineer, Kaseya, Santa Barbara, CA — Summer 2008
- Developed for the company's web-based system. Evaluated Ext JavaScript library integration in .NET
- ASP.NET, C#, JavaScript, Ajax, C++

Architect, Developer, and Founder of a Social Networking Website, 3drasti — 2007 – present
- Created the first Facebook clone in Bulgaria; Implemented all of Facebook's functionality before Apps
- Attracted a funding offer of half a million dollars from two major local companies
- ASP.NET, C#, MsSql, JavaScript, Ajax, CodeSmith

Computer Consultant, F&M College — 2004 – 2006
- Worked on a technical support team

Software Engineer, Jacobs University Bremen, Germany — 2002
- Developed statistical software

Publications

"SmallWorlds: Visualizing Social Recommendations" (Eurographics / IEEE Symposium on Visualizations 2010) with J. O'Donovan, B. Gretarsson, C. Hall, and T. Höllerer.

"WiGis: Web-based Interactive Graph Interfaces." (International Symposium on Graph Drawing 2009) with B. Gretarsson, J. O'Donovan, and T. Höllerer.

"A Visual Interface for Social Information Filtering." (IEEE Conference on Social Computing 2009)
with J. O'Donovan, B. Gretarsson, B. Smyth, and T. Höllerer.
*** Two Nominations for Best Paper Award, 10% acceptance rate**

"PeerChooser: Visual Interactive Recommendation." (ACM International Conference on Computer-Human Interaction 2008)
with J. O'Donovan, B. Gretarsson, B. Smyth, and T. Höllerer.

"Enhancing Classroom and Distance Learning Through Augmented Reality" (ED-MEDIA 2008)
with C. Coffin, J. Ford, and T. Höllerer.

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
- JavaScript, Ajax, SVG, Java

Web & Desktop Convergence, Major Area Exam, UCSB 2009
- Researched how the Web browser is starting to replace the Desktop
- Focused on Web 2.0, Rich Internet Applications, Semantic Web/Desktop, Personal Cloud Computing

Scalable Internet Services, Course Project, UCSB 2009
- Developed a multiplayer, web-based, turn-based, pseudo real-time strategy game
- Implemented as a load balanced, scalable web service in the cloud using RightScale server templates
- Adobe Flex, Ruby on Rails

Visual 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 College 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

Developing Fractal Software, F&M College Summers 2003 and 2004
- Awarded two Coutros Grants for research in Computer Science and Mathematics
- Developed GUI for Iterated Function Systems; Created fractal simulations of river tributaries and cities

Teaching

Teaching Assistant, UCSB 2006 – 2008
- Courses: Java Programming, Computational Science

*** Received a Certificate for Exceptional Performance as a Teaching Assistant**

Experience

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

Interests

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