

Simeon Videnov

<http://simeon.io> • sv295@cornell.edu • 315.254.6677

EDUCATION

Ithaca, NY
Expected Dec 2018

Cornell University

Bachelor of Science in Information Science GPA: 4.0/4.0
Concentration in User Experience Design

EXPERIENCE

Ithaca, NY
Fall 2016 – Now

LUCK Studio (<http://luck.studio>) – Founder

- Lead web design, development, and consultation agency for startups
- Communicate with clients to answer technical and design questions
- Donate 10% of company profits to the NY Children's Scholarship Fund

Ithaca, NY
Summer 2017

Defined (<http://defined.co>) – Founder

- Developed and launched online student portfolio builder in 3 months
- Granted access to \$200,000 in resources through startup incubator
- Secured seed investment at \$400,000 valuation from local VC group

San Francisco, CA
Summer 2016

Ernst & Young – Rotational Business Intern

- Audited revenue risk controls with EY teams at Apple and Facebook
- Researched and presented opportunities for EY mentoring program
- Initiated development of web-based job ticketing system for interns

Geneva, NY
Summer 2015

H.E.P. Materials – Software Engineering Intern

- Created responsive user interface for company's internal website
- Improved inventory search web application load time by 90%
- Migrated 600,000+ client records from FoxPro to MySQL database

LEADERSHIP

Summer 2017 – Now

BigRedHacks (<http://bigredhacks.com>) – Lead Designer

- Organize tech event for 500+ global attendees alongside team of 15
- Design event brand identity and graphics using Sketch and InVision
- Delegate tasks between design and web development sub-teams

Spring 2016

EY Trajectory Program – Cybersecurity Lead

- Constructed user interface for cybersecurity risk assessment tool
- Managed team of 8 to assess risks and controls for bank case study
- Led communication between technical and non-technical teammates

PROJECTS

Summer 2016

Feather UI (www.featherui.com)

- Authored an open source HTML, CSS and JavaScript framework
- Designed responsive grid system and customizable UI elements
- Created flexible JavaScript module for dynamic user notifications

Winter 2015

Drizzard (www.drizzard.com)

- Built and launched open source arcade-style video game using Lua
- Developed efficient collision detection and entity path finding system
- Doubled prior version's frame rate through rendering optimizations

SKILLS

Technical Languages

JavaScript
CSS/SASS
HTML
Python
Ruby

Frameworks

Ruby on Rails
Flask
Bootstrap
jQuery

Design Tools

Sketch
InVision

Spoken Languages

English (native)
Bulgarian (fluent)

AWARDS

Change the World Scholarship

Selected 1st out of 50 applicants
in socially conscious business
plan proposal competition

Life Changing Labs Incubator

Selected as 1 of 6 startups to
join Cornell entrepreneurship
summer startup incubator

Binghamton Startup Pitch

Awarded 2nd place (\$500 prize)
in startup pitch competition
judged by local entrepreneurs

Cornell University Hackathon

Awarded 3rd place out of 70
teams for Android trivia app
based around the Uber API

RIT Hackathon

Awarded "Best Use of Amazon
Web Services" prize for online
road trip management toolkit

Binghamton Univ. Hackathon

Awarded "Hippest Hack" prize
for fully autonomous movie
editing program