

Simeon Videnov

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EDUCATION

Ithaca, NY
Expected Dec 2018

Cornell University

Bachelor of Science in Information Science GPA: 4.0/4.0
Concentrations in UX Design, Interactive Technologies

EXPERIENCE

Ithaca, NY
Summer 2017 – Now

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

Ithaca, NY
Fall 2016 – Now

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

- Run independent web design, development, and consultation agency
- Communicate with clients to answer questions and share progress
- Donate 10% of company profits to the Children's Scholarship Fund

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

Cornell Hackathon (<http://bigredhacks.com>) – Organizer

- Work in team of 15 to organize tech event for 400+ global attendees
- Design brand identity and graphics as part of design sub-team
- Constantly communicate among sub-teams to complete tasks on time

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.feather.rocks)

- 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

Drazzard (www.drazzard.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
Ruby
Java
C++

Frameworks

Ruby on Rails
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