

Viktor Emilov

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United Kingdom

RUBY ON RAILS ENGINEER

Rails engineer with 3+ years of commercial experience developing and maintaining a large-scale commercial software. I am a self-driven, friendly and empathetic colleague, who likes to contribute in open source projects, I am experienced in remote work environments, I excel at clear written and verbal communication, a willingness to learn and a commercial mindset attuned to trade offs. Prior to software engineering, I gained 2 years of experience in the hardware engineering, travelling across the London area, which honed my communicational, problem-solving and adaptability skills.

PROFESSIONAL EXPERIENCE

Web Developer @ Opera / GameMaker

Aug 2021 - March 2025

Stack: Ruby, Rails, Postgres, MySQL, JavaScript, Hotwire, Stimulus, RSpec, MiniTest, Grape.
Full Stack Development

General Duties:

- Worked with colleagues from QA, Project Management, FrontEnd, and BackEnd teams on multiple projects/endpoints. For example I worked closely with Backend colleagues to resolve issues related to publishers accounts and products inside the legacy code of the Marketplace API.
- Fixed critical security bugs inside the User Identity Service, Marketplace API, Account API, Admin Dashboard, reported through the BugBounty program, including: SQL Injections, Privilege escalations, Unauthorised access/file uploads, Stored XSS, 2FA exploits, etc. primarily using Ruby On Rails, and JavaScript.
- I was actively adding new features and improvements in our services, for example created preview endpoint for redeemable codes, relocated runtime feeds callbacks on its own internal service, added features in the admin panel for displaying user info etc.
- Increased the test coverage for the endpoints of our existing services up to 100% using RSpec and MiniTest. Recently, I worked on achieving full test coverage for the GameMaker IDE APIs.
- Addressed incoming bugs reported by:
 - QA team: Primarily FrontEnd issues,
 - Airbrake: Primarily BackEnd issues.
- Some exposure to AWS, including CloudWatch, overseeing build processes in CodeBuild, managing deployments in AWS ECS, and managing secrets in AWS Secrets Manager.
- Actively participating in company charity initiatives, engaged in various activities, and travelling abroad for company internal conferences, and delivering presentations.

Projects:

- **GoogleSSO Integration:** Implemented Google SSO for our internal administrators, including authentication processes, and admin dashboard UI.
- **GameMaker IDE APIs:** Developed RESTful APIs and admin UI, enabling CRUD management for the project templates within the GameMaker IDE in order to deliver user-specific content.
- **Role-Based Authorisation System:** Designed and Implemented multi-tenant role-based user authorisation system for our internal CMS, enabling role assignments for users and controlling user access to various sections of the admin platform.
- **Engine-Based System:** Led the development of an engine-based architecture, where I integrated multiple small engines inside our Jupiter app, for handling various tasks, one for Frontend Admin UI with CRUD management and drag-and-drop sorting feature, another engine for managing core model classes, and third to handle the API interactions between the GameMaker IDE and the Jupiter App.

- **Account Dashboard Revamp:** Redesigned the account dashboard UI based on pre-defined mockup designs, for example: Redesigned the subscription card, updated the redeem modal page, updated the buttons in order to make them responsive etc.

Further tools used including Docker, Jira, Swagger, BurpSuite, CanCanCan, OmniAuth, OAuth2.

Software Tester @ Hi-Tech Plus

May 2021 - Aug 2021

Stack: Jmeter, Postman, MS Word and Excel, Manual Tests.

Software Tester

- Conducted QA testing across various areas on their platform OrangeHRM, identifying bugs and suggesting improvements for better user experience.
- Collaborated with Senior Software Tester reflecting on project requirements.
- Documented manually all the executed test cases using MS Word and Excel tools and send the reports back to the Senior Software Tester.

EDUCATION & SKILLS

- *Ruse University, Bulgaria, July - 2018*

Bachelors Of Electronics

Computer Science, C++,
Microcontrollers, Embedded Systems

- *Coding Bootcamp LeWagon, London,
Sept - 2020*

Full Stack Development

RoR, Ruby, JavaScript, MySQL,
PostgreSQL, Git, GitHub

- Remote working
- Public speaking and presentation

PERSONAL INTERESTS

Open source: Contributing in the open source project (SAS) built with Python: <https://github.com/Proxima89/secure-access-system>

Tech: Since my childhood I always been interested in tech. In my free time I like to play with side projects using RaspberryPi, Linux.

Martial Arts: Practicing martial arts helps me to improve my mental well-being, discipline and stress management, it also keeps me physically active.