Hristiyan Georgiev

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Experience

Lead Software Developer & Architect, Playvenu.com – UK   December 2022 – Present
- Architected a full-stack sports centre management platform from scratch, including a Svelte with TypeScript frontend and a SvelteKit/PostgreSQL backend
- Created a modular RESTful API and a real-time event system using SvelteKit and Node.js to support multi-tenant data isolation and scalable facility operations
- Developed a high-performance PostgreSQL architecture of more than 100 tables, with partitioning, advanced indexing and optimised joins for real-time facilities availability and customer profiles
- Designed and implemented an intuitive user interface with Svelte and Tailwind CSS for an accessible and highly responsive platform across different devices
- Built the complete end-to-end system architecture, including frontend UX, backend scalability, CI/CD deployment paths and infrastructure strategy

LLM/AI Algorithm & Knowledge Reviewer, Outlier – UK   November 2024 – July 2025
- Analysed and refined complex LLM-generated code and content in the field of Software Engineering, Computer Science and Mathematics, fixing algorithmic flaws and factual mistakes
- Performed quality assurance reviews on peer contributions, with constructive feedback to uphold evaluation standards and ensure correctness in LLM generated content
- Developed a suite of sophisticated software architecture and programming challenges to test the reasoning power and adherence to best practices of LLMs in software development
- Created detailed feedback and improvement reports that contributed to the refinement of LLM training data, coding expertise and reasoning capabilities

DevOps Intern, GE Vernova – Cambridge, UK   July 2023 – June 2024
- Managed the deployment and debugging of both internal Kubernetes clusters and those for clients, on bare metal and AWS using Docker, Podman and Bash scripts
- Automated build and deployment processes by developing and maintaining CI/CD pipelines with Jenkins, Ansible and Python/Bash scripts
- Built infrastructure as code (IaC) solutions using Terraform to manage resources on AWS
- Performed cost analysis on AWS deployments and identified over £5,000 in potential annual savings
- Created documentation for infrastructure and deployments for clients and team members to replicate complicated setup processes and reduce onboarding time

Skills

Languages: Java, JavaScript, TypeScript, Python, SQL, C++, C#, Bash/Shell, Haskel
Frontend: Svelte, React, Vue, Tailwind CSS, Vite
Backend & DevOps: AWS, Kubernetes, Docker, Podman, Jenkins, Ansible, Terraform, Nexus, Microservices
Testing & Tools: Playwright, Jest, Git, Kibana, Elasticsearch
Methodologies: Agile, Scrum

Education

BEng Software Engineering – University of Southampton (Expected Jun 2026)
Designed and implemented a functional programming language and compiler using Haskell. Relevant modules: Data Structures & Algorithms, Software Modelling & Design, Web Development, Databases