

Martin Iliev

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SUMMARY

Web Developer & Designer building production UI with token-driven design systems and product flows. Focused on accessibility, performance, and maintainable front-end architecture; uses motion to improve comprehension, not for visual noise.

EXPERIENCE

Speed IT Up University Workshop — Nemetschek Bulgaria

Nov 2024 – Dec 2024

Sofia, Bulgaria

- Delivered a team project from requirements to final presentation in an enterprise AEC context.
- Used Jira and Confluence for planning, requirement tracking, and team coordination.
- Contributed to business analysis (use cases, UML), UX design (wireframes), and implementation of the web prototype.
- Worked with QA practices (test cases, basic test tooling) as part of an end-to-end delivery process.

PROJECTS

MPEX Bank | Personal monorepo product (web + mobile frontend)

2025 – Present

- Organized a monorepo into shared frontend packages (design tokens, UI components, utilities) to keep web and mobile consistent and reduce duplicated UI work.
- Built a Storybook-driven design system: documented components, variants, and states; enforced token usage for consistent styling across surfaces.
- Implemented app shell navigation and form-heavy screens with validation, consistent loading/error handling, and API integration.
- Integrated frontend authentication using short-lived access tokens kept in memory and refresh tokens stored in HttpOnly cookies (no local/session storage).
- Repo: github.com/martin-iliev/mpex-bank

Laundry Commerce | Headless e-commerce storefront for laundry services

2025

- Built a headless storefront with catalog browsing, service selection, and checkout-style interactions, including confirmation and order states.
- Implemented localization (EN/BG) with consistent URL/content behavior.
- Set up a reproducible dev environment (database in Docker, sane scripts, predictable local setup).
- Repo: github.com/martin-iliev/laundry-commerce

Boardtschek | Web app for board game rentals

2024

- Implemented core product flows: browse/search catalog, game details, favorites, rentals/returns, ratings and reviews with proper empty/loading/error states.
- Built admin functionality to manage the catalog and inventory-like fields (create/edit/delete, validation, guarded access).
- Repo: github.com/martin-iliev/boardtschek

EDUCATION

B.Sc. Computer Science — South-West University “Neofit Rilski”

2023 – 2027

Blagoevgrad, Bulgaria

SKILLS

Languages/Frameworks: TypeScript, JavaScript, React, HTML, CSS

Tooling: Git, Docker, Postman, Figma

Build/UI: Vite, Turborepo, GSAP, Lenis

Topics: Design systems & tokens, accessibility, performance, interaction & motion, maintainability

LANGUAGES

Bulgarian: Native

English: B2 (CEFR)