

Nikifor Minkov

LEAD SOFTWARE DEVELOPER AND ARCHITECT

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SUMMARY

Accomplished Head of Software Development with 18+ years of C++ experience, leading 12+ CopyTrans applications used by millions worldwide. Conceived and implemented CopyTrans HEIC, boosting company recognition and value while maintaining industry leadership through innovative solutions, scalable architectures, and complex API integrations. Mentored global teams across three continents, emphasizing user-centric, sustainable product development.

PORTFOLIO

<https://www.leetdreams.com/cv>

EXPERIENCE

CAMPER TRIP WITH KIDS THROUGH TURKEY, GEORGIA, ARMENIA, GREECE...

June 2024 – November 2024

A once-in-a-lifetime family experience: a 5-month camper trip from Switzerland through Turkey, Georgia, Armenia and Greece, immersing ourselves in 12,000 years of rich history and experiencing incredible local hospitality.

CTO & HEAD OF SOFTWARE DEVELOPMENT @ COPYPOD/COPYTRANS PAUDEX

October 2006 – June 2024 - 17.5 years

Key Responsibilities and Achievements

- **Technology Selection:** Chose and implemented technologies prioritizing long-term support and sustainability.
- **Product Leadership:** Shaped product direction with innovative ideas and strategic input.
- **Architecture Design:** Created scalable, reliable, high-performance software architectures.
- **R&D Leadership:**
 - Led multi-year research to solve private API challenges and integrate iPod, iPhone, iPad, and iCloud.
 - Overcame technical hurdles with cross-platform architecture and multi-architecture bridges.
- **Core Development:**
 - Built critical components using C++, VCL, QT/QML, Sciter, RPC, JavaScript, and more.
 - Developed a reusable modular codebase for cross-platform use.
- **Efficiency Focus:** Improved tools, processes, and technologies to boost innovation.
- **Problem Solving:** Tackled complex challenges with creative and practical solutions.
- **Team Leadership:**
 - Mentored a global team across three continents.
 - Ensured growth and successful project delivery.
- **Recruitment:** Defined skills, created hiring criteria, and conducted interviews for developers.
- **Staying Current:** Followed industry trends to maintain competitiveness and adopt best practices.

Key tech: C++ (03 - 23), Delphi, C#, OOP, VCL, QT/QML, Sciter, JavaScript, HTML/CSS, SQL, RPC, Win32, Shell32, IDA Pro / HexRays, Cryptography, Full-stack programming, Windows, iOS, OS X, Linux



1977

Married, 2 children
Swiss

CAREER OBJECTIVES

Having thrived in the fast-paced startup environment, I want to leverage my adaptability, broad skill set, and problem-solving mindset on projects that truly make an impact. I'm seeking a collaborative team where I can continue to grow, tackle diverse challenges, and deliver solutions that matter, all while making the most of my versatility.

EDUCATION

1996 - 1999 Computer Science
University of Neuchâtel
1995 Matura Certificate

KEY TECHNOLOGIES

Languages: C++ (03-23, advanced), Delphi, C#, Asm, Python, JavaScript, TypeScript, HTML, CSS, SQL, JSON, plist, protobuf, XML ...

Frameworks and Libraries: STL, Boost, POCO, VCL, Qt/QML, Sciter, React, MobileDevice, AirTrafficHost, MobileSync, MobileBackup, iCloud, CryptoPP, Botan, REST, RPC, OpenSSL, Win32, Shell32, Uniscribe, DirectX...

R&D Tools: OllyDbg, x64dbg / Snowman, IDA Pro / Hexrays, Frida, Charles, Fiddler...

Dev Tools: Embarcadero RAD Studio, Visual Studio, Qt Creator, VTune, GIT, SVN, CMake, Conan, Themida ...

AI: ChatGPT, Claude, Copilot, llama.cpp...

OS: Windows, OSX, iOS, Linux

SYSTEM ADMINISTRATOR @ CYBERWORLD SARL VEVEY

October 2001 – September 2006 – 5 years

Responsibilities:

- Managed the IT infrastructure for the company's three branches and five client companies, covering approximately 200 workstations and eight servers.
- Oversaw all technical decisions for the company, ensuring efficient and effective solutions.
- Developed custom internal software using C++/VCL to streamline operations and meet business needs. (remote PC maintenance, usage statistics and billing)
- Designed, developed, and maintained the company website as well as websites for several clients.
- Created promotional materials to support marketing efforts and attract more customers.
- Played a key role in opening the new branches in Fribourg and Montreux, contributing to their technical setup, launch and support.
- Provided technical consulting services to business clients, including Wall Street English, Riviera TV Montreux, 2Connect SA Montreux, and Riviera Business Center Montreux.

SOFTWARE DEVELOPER MONTREUX

1999 – October 2021

Personal 3D Game Project

- 3D video game using object-oriented programming in C++.
- Utilized DirectX for 3D rendering and hardware acceleration.
- Wrote over 25,000 lines of C++ OOP code, managing all aspects of the project independently.

Key technologies: C++, OOP, DirectX, OpenGL, Full-stack programming

PERSONAL SKILLS

- Reliable, autonomous, and consistent.
- Team-oriented and collaborative.
- Clear communicator, technical and non-technical.
- User-focused, prioritizing functionality and satisfaction.
- Visionary, balancing short-term goals with long-term strategies.
- Resilient and productive under pressure.
- Calm and rational in stressful situations.
- Believes "Nothing is impossible; some things are just less likely."
- Passionate about mentoring and knowledge sharing.
- Creative, innovative, and detail-oriented.
- Committed to delivering quality results.

REFERENCES

Marc Monbaron | CEO @ CopyTrans

Email / Phone: upon request

Louka Outrebon | Senior Security Researcher @ Cellebrite

Email / Phone: upon request