

Bilyana Stefanova



• Portfolio

<https://bibster3.github.io/bilyana-st/>

• Skills

• Frontend Development:

React, TypeScript, JavaScript (ES6+),
HTML5, CSS3, SASS, Tailwind.

• UX/UI & Design:

Figma, Photoshop, responsive layouts,
UX optimization, consistency in design

• Tools & Workflow:

Git & GitHub, AI assisted Development
(GitHub Copilot, ChatGPT), Jira,
Clickup

• Strengths:

Organized, proactive, fast learner,
detail-oriented, team-driven, self-
disciplined



• Profile

I am focused on building functional web applications using React and TypeScript. I am currently focused on writing cleaner, more maintainable components. I'm eager to join a collaborative team where I can contribute to meaningful projects and continue growing my technical skills.

• Education

Front-End Engineer Career Path – Codecademy
JavaScript, React, TypeScript, and modern responsive web design.

B.S.B.A. in Marketing City University of Seattle
Foundation in analytical thinking, project planning, and user-focused communication.

SoftUni Graphic Design – UI composition, layout, and design consistency.

High School of Mathematics – Varna
Mathematics, computer science, and logical problem-solving.

• Experience

• Projects

- **Your Crayon Story** - An interactive web app where children can create and personalize their own coloring books.
- **Best Shop** - A comprehensive, multi-page responsive e-commerce platform built entirely with Vanilla JavaScript.
- **CalorieMate** - A nutrition-tracking web application built with React and TypeScript. Includes meal tracking, progress visualization, and UI for managing daily food consumption.
- **WeatherApp** - Designed to keep users informed about current conditions and forecasts. Built with React, providing real-time data updates.

• Contact

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Frontend Developer - Your Crayon Story
Freelance · Remote (Jun 2025 – Present)
Developing and maintaining the front end of a modular multi-page React + TypeScript + Tailwind app. Building responsive UI, integrating personalized features for better UX. Providing cross-functional support during the platform's early stages.

Skills: React, TypeScript, Tailwind CSS, HTML, GitHub, Problem Solving

Unity Game Developer - The Sixth Hammer ·
Remote (Aug 2023 – Sep 2024)
Contributed to multiple Unity projects, including Tank Trouble, where I implemented core gameplay features such as tank shooting logic, offer generation, and JSON data parsing, UI interactions, and audio integration using FMOD.

Skills: Unity, C#, GitLab, SourceTree, Clickup, Debugging

Unity Game Developer - Freelance
Remote (Nov 2022 – Aug 2023)
Developed independent Unity games, handling game logic, UI, and WebGL builds. Created original 2D/3D assets.

Skills: Unity, C#, GitHub, Jira, Photoshop, 3ds Max, WebGL.

Social Media & Community Manager Airstage
Sofia, Bulgaria (Sep 2017 – Sep 2018)
Supported an early-stage startup by bridging the gap between users and the product team.

- Community: Managed social media, content creation, and campaign planning.
- Product: Contributed to the development lifecycle through feature ideas, manual testing, and user interviews.
- Operations: Organized events and served as a cross-departmental point of contact.

Skills: Jira, Product Ownership, Cross-functional Collaboration

Affiliate Marketing Manager Purify Digital Ltd
Varna, Bulgaria (May 2015 – Aug 2017)
Built and managed affiliate relationships, analyzed app campaign performance, and supported digital marketing operations.

Skills: Analytics, Problem Solving, Communication