

# Bilyana Stefanova

## • Contact

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- Varna, Bulgaria

## • Skills

### • Frontend Development:

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

### • UX/UI & Design:

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

### • Tools & Workflow:

Git & GitHub, Supabase, Trello,  
Framer Motion, Agile teamwork

### • Strengths:

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

## • Languages

- English
- Bulgarian



## • Profile

Aspiring Frontend Developer with strong experience in React, TypeScript, and modern web technologies. Passionate about building dynamic, responsive applications. Skilled in creating clean, maintainable UI components, integrating REST APIs, and collaborating on real-world projects. Excited to grow in an environment that values innovation, teamwork, and continuous learning.

## • 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.

## • Projects

- **Your Crayon Story (in progress)** - An interactive web app where children can create and personalize their own coloring books. Built with React, TypeScript, Tailwind CSS, and Supabase to combine creativity, technology, and fun user experiences.
- **CalorieMate** - A responsive nutrition-tracking web application built with React and TypeScript. Features include meal tracking, progress visualization, and intuitive UI for managing daily food consumption efficiently.
- **WeatherApp** - A modern weather application designed to keep users informed about current conditions and forecasts. Built with React, providing clean design and real-time data updates.

## • Portfolio

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

## • Experience

**Frontend Developer** - Your Crayon Story  
Freelance · Remote (Jun 2025 – Present)  
Developing and maintaining the front end of Your Crayon Story, a modular multi-page React + TypeScript + Tailwind app. Building responsive UI, improving performance, and integrating personalized features for better user experience.  
Skills: React, TypeScript, Tailwind CSS, HTML, CSS, Web App Development, Debugging, Testing, 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, FMOD

**Unity Game Developer** - Freelance  
Remote (Nov 2022 – Aug 2023)  
Developed and shipped independent Unity games, handling game logic, UI, and WebGL builds. Created original 2D/3D assets and maintained consistent performance across devices.  
Skills: Unity, C#, GitHub, Jira, Photoshop, 3ds Max, Illustrator, WebGL.

**Social Media & Community Manager** Airstage  
Sofia, Bulgaria (Sep 2017 – Sep 2018)  
Managed community engagement, content creation, and campaign planning for a growing tech startup.  
Skills: Jira, Communication, Problem Solving

**Affiliate Marketing Manager** Purify Digital Ltd  
Varna, Bulgaria (May 2015 – Aug 2017)  
Built and managed affiliate relationships, analyzed campaign performance, and supported digital marketing operations.  
Skills: Analytics, Problem Solving, Communication