



# BILYANA STEFANOVA

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## LICENSES & CERTIFICATIONS

Front-End Engineer Career Path  
**Codecademy**  
Issued Mar 2025

TypeScript  
**Codecademy**  
Issued Apr 2025

Unity Junior Programmer  
**Unity**  
Issued Nov 2021

## SKILLS

HTML, CSS, JavaScript, Git & GitHub, React, TypeScript, Tailwind, C#, Photoshop, Unity

## LANGUAGES

English Bulgarian

## EDUCATION

Graphic Design  
**Softuni**  
Issued 2019

BSBA, Marketing  
**City University of Seattle**  
Issued 2013

## ABOUT ME

Aspiring Front-End Developer with hands-on experience in modern web technologies including HTML, CSS, JavaScript, React, and TypeScript. Completed the intensive Front-End Engineer career path at Codecademy. Passionate about continuous learning and delivering high-quality, maintainable software.

## WORK EXPERIENCE

### Frontend Learner & Etsy Shop Assistant

Timetobe.love (Sep 2024 - present)

Completed intensive courses in modern frontend development, covering Front-End Engineer career path via Codecademy. Contributed to the management and design of an Etsy storefront.

### Unity Developer

The Sixth Hammer (Aug 2023 - Sep 2024)

Spearheaded Unity game development projects remotely, collaborating via Git and leveraging expertise in Unity and Photoshop. Integrated backend services by fetching and parsing JSON data from Player.IO to dynamically drive game content and systems such as live offers and stateful logic.

### Unity Developer

Freelance (Nov 2022 - Aug 2023)

Independently managed multiple Unity projects, focusing on creative problem-solving and delivering solutions within deadlines. Utilized a wide range of skills including version control (Git) and graphic design (Adobe Photoshop).

### Previous Experience (Pre-Development Career)

Social Media Manager, Airstage (2017–2018)

Affiliate Marketing Manager, Purify Digital (2015–2017)

Corporate Trainer, Sales & Customer Service QA, and Support Specialist  
411 Locals (2010–2015)

Developed skills in communication, quality assurance, and project coordination. Helped lay a foundation for team collaboration and attention to user experience — skills now applied in development projects.

# PORTFOLIO

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## CalorieMate

[Live Demo](#) | [Source Code](#)

Calorie Mate is a responsive and interactive React-based Single Page Application (SPA) designed to help users understand and manage their daily calorie needs. Built as part of my frontend development journey, the app combines clean UI design, state management, and real-world functionality — showcasing my ability to work with modern JavaScript, React, and TypeScript.

## WeatherApp

[Live Demo](#) | [Source Code](#)

WeatherApp is a modern web application designed to keep you informed about the weather conditions in your area and beyond. Built with React, TypeScript, and Tailwind CSS, Weatherly offers a seamless user experience with real-time updates and intuitive navigation.

## Unity Game Development [Itch.io Portfolio](#)

Developed and published multiple Unity games, demonstrating technical creativity, user-centric design, and efficient use of Git for remote collaboration. Notable projects include:

**Friendscape:** Puzzle game featuring smooth interactions. [Live Demo](#) | [Source Code](#)

**Dutch Shuffleboard:** Physics-based shuffleboard game. [Live Demo](#) | [Source Code](#)

**Candy Forest:** Colorful casual game with dynamic animations. [Live Demo](#) | [Source Code](#)