



# GEORGI VACHEV

Software Developer

## About Me

Driven by a strong interest in the entire development process, from concept to execution, I enjoy tackling diverse challenges and expanding my skills..



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## Skills

- Typescript(JS)
- Python
- SQL
- React
- PIXI
- GSAP
- Git

## Links

- [Github](#)
- [Bitter Critters](#)
- [Portoflio](#)

## Languages

- English
- Japanese (basic)

## Experience

### Game2Slot

#### Front-End Developer

06/2024 - present

Played an integral role in a dynamic startup environment by developing a slot game base engine and several games designed to run on it. Addressed key technical challenges such as component layering and UI state management, while also working on an in-house tool that would be used to simulate real-world product behavior.

### Amusnet Interactive

#### Junior Front-End Developer

10/2022 - 06/2024

I developed features for new and existing games, and fixed visual and functional bugs in games that were either in development or already released, ensuring ongoing maintenance through regular updates.

### DXC Technology

#### MSSQL Database Administrator

10/2020 - 10/2022

Troubleshooting MSSQL-related issues, collaborating with colleagues from my and other teams to solve various issues together, and communicating with clients.

### Sigma News Ventures

#### Article Clasifier/Analyst

08/2016 - 08/2018

Validating the integrity of a machine-learning software

## Projects

### Turn-based Fighting Game

A web app built with React and PIXI on the front end, and Python with MongoDB on the back end. Players select creatures with varied stats and abilities, engaging in turn-based battles where the choice of ability is crucial as factors can enhance or weaken their effects.

The app is hosted on Vercel - <https://bitter-critters.vercel.app/>

## Education

### SPGE John Atanasoff

Renewable Energy Sources

2010 - 2015