

Yancho Stefanov

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Portfolio

Personal Profile

Past: I have developed proficiency in C# game development using Unity, completing Udemmy courses and contributing to two game projects. As well as having acquired basic skills in C++ through a gamedevTV course and gained experience with blueprint in Unreal Engine. My practical experience in game development has improved my problem-solving and collaboration abilities.

Present: I am currently doing Digital Skills Boot-camp: Software Development at Just IT Training Ltd, London. This twelve-week intensive program focuses on the fundamentals of Web and Software development. Throughout the Boot-camp, I've gained proficiency in HTML, CSS, MySQL, JavaScript, and Python. Notable projects include the development of a front-end web page using HTML and CSS, as well as creating a memory game with cards using HTML, CSS, and JavaScript.

Future: I aspire to secure a position as a junior software developer where I can push my boundaries, improve my programming expertise, and contribute meaningfully to innovative projects. I am Committed to ongoing learning, I aim to immerse myself in challenging tasks to expand my skill set and become a masterful contributor within any setting.

Education and IT Training

03/2024-Present	Just IT Training Ltd, London Digital Skills Bootcamp: Software Development A twelve week intensive bootcamp covering the fundamentals of Web and Software development.
02/2023 09/2029	Open University, Walton Hall in Milton Keynes BSc (Honours) Computing and IT Core Modules: Mathematics,Introduction to computing and information technology 1 (completed) both passed with distinction, Technologies in practice, Introduction to computing and information technology 2 (current)
Languages Used In Study:	HTML,Python
09/2008-05/2012 Bulgaria	Kapitan Petko Voivoda Professional High School , Dimitrovgrad,
A Level Equivalent:	5(A-C) Including English and Information technologies
09/1999-05/2007	Aleko Konstantinov Primary School , Dimitrovgrad, Bulgaria
GCSE Equivalent:	6(A-C) Grades in Subjects,Including Mathematics and English

IT Skills

Software Development Skills: (C#,C++,Javascript,Python,Unity,Godot Engine,Unreal Engine)

Web Technology: (HTML,CSS,MySQL)

Core Programming Languages: (C#,C++)

Projects: The Memory Card Game is a dynamic web-based application I developed using HTML, CSS, and JavaScript. At the start of the game, players are presented with a series of randomized cards

face-down. The objective is to memorize the locations of the cards and successfully flip all of them over to reveal matching pairs, thus clearing the board to win the game.

FrogWatch is an engaging game we developed in a small team of three using C# and the Unity engine. In this game, frogs appear falling from the sky at thirty-second intervals, while evil witches attempt to abduct and cook them. Players are tasked with finding and rescue the frogs before the witches and safely move them to a pond, where they are out of harm's way.

Employment History

09/2021-01/2024

**Auto color, Harmanli,Bulgaria
Car painter**

- developed and implement a new strategie for problem-solving in painting, Improving the efficiency of work
- Researched and tested different primers and surface preparation methods to address adhesion issues on specific vehicle substrates, ensuring paint durability and longevity.
- Communicated regularly with supervisors and team members about project progress and any potential delays, ensuring everyone was informed and able to adjust work plans as needed to meet expectations.

09/2017-03/2020

**Active Nation, Runcorn,UK
Personal Trainer**

- Engaged in one-on-one meetings with clients to discuss their fitness objectives, medical history, and exercise preferences, applying technical knowledge to tailor workout plans effectively.
- Created detailed workout plans for clients, incorporating a variety of exercises tailored to their specific goals, fitness levels, and any medical considerations, while documenting each session's progress and adjustments made for comprehensive record-keeping.
- Supported fellow trainers by sharing resources, providing feedback, and offering assistance for challenging classes.
- Applied analytical skills to analyze clients' performance during training sessions, identifying strengths and weaknesses to inform adjustments to their workout programs in real-time.
- Adjusted training plans in real-time during sessions based on clients' energy levels, motivation, and feedback to ensure a positive and productive experience.

04/2014-03/2016

**Morrisons, Northwich,UK
Warehouse Supervisor**

- Held team meetings to discuss daily tasks, goals, and any updates or changes in procedures.
- Encouraged open communication among team members, providing opportunities for staff to voice concerns, suggestions, and ideas.
- Set realistic deadlines for tasks and projects, considering factors such as workload, resource availability, and external dependencies.

Interests and Achievements

Computing: One of the reasons I got into programming is game development, and I enjoy participating in game jams with my friends. Usually, we use C# with Unity, but we have also experimented with C# and Godot. For the next jam, we are planning to use C++ with Unreal Engine. And also, my brother and I are programming a Hexapod at home using Python
I use Windows machine but for the Hexapod we are using linux(RaspberryPi)

Hobbies: Fitness, Gaming , Traveling, Reading , Handcraft