Yancho Stefanov

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Personal Profile

Yancho Stefanov is a Software Engineer based in Nottingham with a strong technical skill set, proven problem-solving , teamwork abilities and interpersonal skills. He has extensive experience in **C# and Unity** game development, alongside hands-on knowledge of **C++ and Unreal Engine**. After completing a **Digital Skills Bootcamp**, he gained proficiency in **HTML, CSS, JavaScript, Python,** and **MySQL**. Yancho has developed projects ranging from a memory card game to full-stack **ASP.NET Core** web applications, where he implemented **dependency injection** and **asynchronous programming** to enhance performance and maintainability. Currently pursuing a **BSc in Computing and IT** at Open University, Yancho has demonstrated leadership and innovation in previous roles and actively participates in game jams, while programming a hexapod robot using Python.

Education and IT Training

03/2024-05/2024	**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
Languages Used in Study:	**HTML, Python,SQL**
	Kapitan Petko Voivoda Professional High School, Dimitrovgrad, Bulgaria
A Level Equivalent:	5(A-C) Including English and Information technologies
	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, ASP.NET Core, Entity Framework Core)

Web Technology: (HTML, CSS, MySQL, SQL, SQLite, .NET Core, ASP.NET Core, Entity Framework Core, REST API, Docker,Postman,CRUD)

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

Projects:

- Memory Card Game: Engineered a web-based game using **HTML, CSS, and JavaScript** in under a day, enabling players to flip randomized cards and match pairs, demonstrating rapid problem-solving and efficient coding skills.

- FrogWatch: contributed to a team of three in developing a Unity-based game using **C#**, where players rescue falling frogs from witches, achieving a highly engaging and polished game under very tight deadlines.

- Platformer Game: Engineered a C++ platformer game using the Raylib library, inspired by Google's dinosaur jumping game, where players navigate a character to jump over obstacles and achieve high scores, demonstrating innovative design and coding.

- **ASP.NET Core Web Application Development**: Achieved the implementation of a full-stack backend system using ASP.NET Core and C#, CRUD operations, input validation,Using Secret Manager to store connection string, and managing databases with Entity Framework Core. Used Docker for containerization and Postman for API testing. successfully implemented dependency injection for modular architecture and asynchronous programming to improve performance showing.

09/2021-01/2024   **Auto Color, Harmanli, Bulgaria**
                             Car painter
- Developed and implemented an optimized process, reducing operational time and resource consumption by 50%. Applied analytical skills to identify and address inefficiencies, driving company-wide performance improvements

- Led the introduction of a new process, improving product quality and consistency. Demonstrated both technical skills and flexibility in evaluating and adapting procedures, fostering continuous improvement and operational resilience

- Identified bottlenecks and streamlined team workflows, ensuring timely delivery and sustained productivity. Applied strong problem-solving and time management skills, much like debugging code to enhance efficiency in project execution.

09/2017-03/2020   **Active Nation, Runcorn, UK**
                             Personal Trainer
- Increased client satisfaction by 30% and retention by 25% through data-driven analysis, personalization, and critical evaluation. Leveraged strong customer service and professional skills to deliver consistent results, similar to analyzing user requirements and tailoring software features for improved engagement.

- Applied data-driven insights and problem-solving techniques to optimize client performance, leading to measurable improvements. This mirrors the use of data analytics and process optimization to enhance efficiency in programming.

- Enhanced team performance by actively listening, sharing best practices, and fostering collaboration, contributing to overall success. This is akin to knowledge sharing in a development team, improving code quality and teamwork through collective problem-solving and code reviews.

Interests and Achievements

- Computing: I am extremely passionate about game development and actively participate in game jams, often working with C# in Unity and C++ in Unreal Engine. Currently, I'm also working on programming a Hexapod using Python I am very Technical, using both Windows and Linux (Raspberry Pi) environments.

- Hobbies: Fitness, Gaming, Traveling, Reading books, Handcraft