Yancho Stefanov

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Personal Profile

I have developed proficiency in C# game development using Unity, completing Udemy 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.

I recently completed a Digital Skills Boot-camp: Software Development with 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.

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 **Core Modules:**	**Open University, Walton Hall in Milton Keynes** **BSc (Honours) Computing and IT** 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**
09/2008-05/2012 **A Level Equivalent:**	**Kapitan Petko Voivoda Professional High School, Dimitrovgrad, Bulgaria** 5(A-C) Including English and Information technologies
09/1999-05/2007 **GCSE Equivalent:**	**Aleko Konstantinov Primary School, Dimitrovgrad, Bulgaria** 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: 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 implemented a new strategy 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. 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