Victor Ralev

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EDUCATION

2023-2026
University Of Connecticut
Bachelor of Computer Science
Concentration: Computational Data Analytics
Minor in Economics
Minor in Mathematics
GPA: 3.5/4.0

2018-2022
New Canaan High School
Magna Cum Laude
GPA: 99.8/100

SKILLS

Coding

- Python
- Java
- Javascript
- C++
- HTML
- R
- SQL

Github

https://github.com/bigvic123

SELECTED UCONN COURSEWORK

Discrete Systems	Cybersecurity
Data Structures	C++ Essentials
Systems Programming	Principles of Databases
Computer Architecture	Artificial Intelligence
Algorithms and Complexities	Machine Learning
Cloud Computing	Big Data Analytics

EXPERIENCE

Internship | Mill River Park
Summer 2022
I worked for a non-profit on restoring a polluted park. I helped clear invasive plants, dig canals, and organize their tax return forms. I led efforts to clear trash from paths and gardens.

Internship | TeCoSys
Summer 2023
I worked with a small programming team to help develop various web projects. These projects were mainly in JavaScript and C#. I also helped manage the company website, which helps customers find the correct hardware for their needs. This experience helped me learn how computer models are developed in the industrial world, and how professionals work together and give feedback

Projects

Chess Variants

- Implemented a custom chess variant by extending the Lichess open-source engine, modifying core Scala files to support unique rules and gameplay logic.
- Defined variant-specific behavior in ChessVariant.scala, integrating with Lichess's back-end structure to enable proper game state management.
- Configured environment parameters and build tools to ensure compatibility and maintainability within the Lichess project ecosystem.

Additional Projects

Basketball Ranker

- Developed a data-driven system to rank NBA players by performance using comprehensive stat sets scraped from Basketball Reference.
- Parsed and cleaned raw player statistics using Python, then stored the data in a normalized SQLite database.
- Wrote complex SQL queries to calculate custom performance metrics and generate dynamic player rankings across seasons and categories (e.g., PER, TS%, WS/48).

Fantasy Football Value Tool

- Built a tool that consolidates player rankings and projections from multiple fantasy football databases to identify undervalued players across platforms.
- Automated the ingestion of data via web scraping and CSV import, normalizing inconsistencies across sources to ensure reliable comparison.
- Engineered algorithms to detect value gaps based on projected points vs. average draft position (ADP.
- Utilized Pandas and NumPy for statistical analysis and SQLite for structured data storage, enabling efficient querying and cross-source lookups.

Checkers

- Developed a full-featured two-player checkers game using Python, implementing core mechanics such as movement, captures, kinging, and turn-based logic.
- Designed the game with object-oriented principles, structuring classes for the board, pieces, and game state to ensure modularity and scalability.
- Added move validation, jump chains, and win condition detection.