# Doncho Neshkov

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I am a self-taught developer. I enjoy coding things in JavaScript. Please check out my website.

## EDUCATION

### New Bulgarian University, Sofia — *Computer Media Technology - Not Completed*

2009-2014

The degree pursued is a mix of art, science and technology. I was introduced to art and its history, basic programming and various software applications.

## EXPERIENCE

### Valival, Stara Zagora — *Front-end Developer*

7.2019 - 9.2019

I worked as a Front-End Developer on landing pages and e-commerce sites.

### Wroclaw Technical University, Wroclaw — *3d Animator and Rigger*

I created animations and rigged 3d assets for a student startup from Wroclaw Technical University.

### Fullsoft, Stara Zagora — *Asset Artist*

I created 3D Renderings and pixel art for a mobile game.

## ADDITIONAL DETAILS

**Fast learner, communicative, responsible and diligent, trustworthy, cooperative and non-confrontational, considerate and tactful, broad-minded, interested in new technologies, honest, flexible.**

*FIND OUT MORE ABOUT ME ON MY PERSONAL WEBSITE*

http://www.donchoneshkov.net/

## SKILLS

- HTML
- CSS, Sass, Bootstrap
- JavaScript, jQuery
- PHP
- Python
- MySQL
- Git
- Google Cloud
- 3dsMax
- Photoshop, Gimp
- Linux
- Ethical Hacking
- PC building

## COURSES AND CERTIFICATES

- HTML & CSS, JavaScript and PHP by Web Academy
- 4-module Ethical Hacking course by SoftUni
- CPE by Cambridge
- Strypes Lab Python 2023

## LANGUAGES

- Bulgarian - native
- English - fluent
- German - intermediate
- Dutch - intermediate
- Russian - intermediate
- French - beginner

## HOBBIES

- Gaming and tech
- History, Culture and Languages
- Board Games, Pen and paper games, D&D

# ABOUT MY PROJECTS ON MY WEBSITE:

## Rocket
This is a fun project I did over the course of a few months, while I was still learning JavaScript. I wanted to create a bullet-hell type of game in the style of classics like Tyrian. Your aim is to not get hit by enemy bullets and to not let any enemies pass. You get weapon upgrades, and at times, enemy bosses spawn. The enemies get faster and more numerous as the game progresses. It was my first substantial project.

## Snake
This is another fun project I made. I remade the classic game Snake, with some quality of life improvements. You can save and load the game, as well as pause it, and also there are mines added to it, which you should avoid.

## Hangman
This is another classic I have recreated. You have to guess letters to spell a random word from a dictionary. If you guess the letters wrong, more and more detail is added to the hangman picture. If the picture is completed, you lose the game.

## Colors
This is a memory game. You will be presented with a series of colors, and you have to repeat the sequence using the buttons. You progress to the next level by punching in the correct sequence. Be careful - on higher levels the colors might not match the words you see!

## Piano
This is a project where I explored events and sound in JavaScript. I wanted to see how I can manipulate events to recreate a piano, where holding keys changes the sound and it allows for both creation of short and long notes, as well as multiple keys being pressed at the same time.