

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 worked on 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 avoid getting hit by enemy bullets and to prevent any enemies from passing. You can 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 recreated the classic game Snake with some quality-of-life improvements. You can save and load the game, as well as pause it. Additionally, I added mines that you should avoid.

Hangman

This is another classic game I have recreated. You have to guess letters to spell a random word from a dictionary. If you guess a letter wrong, 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 entering the correct sequence. Be careful - at 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 could manipulate events to recreate a piano, where holding keys changes the sound. It allows for the creation of both short and long notes, as well as multiple keys being pressed at the same time.