Kaloyan Krastev

Software Engineer

With over 5 years of experience, I have successfully led and been a part of many successful projects in various software development fields. My broad experience has allowed me to efficiently navigate the ever-changing technological landscape without losing track of my goal of developing meaningful and high-quality software solutions.

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SKILLS

React   Node.js   Express   PostgreSQL   MongoDB   HTML5   CSS3   JavaScript ES14

EJS   Git   Python

WORK EXPERIENCE

Software Developer
Freelance, Remote

01/2024 - Present

Developing software according to clients' needs.

Achievements/Tasks

◇ Worked on various small/medium sized projects.
◇ Gained full-stack development experience.
◇ Learned how to effectively operate remotely.

Software Developer
Lesto Soft, Bulgaria

02/2022 - 11/2023

Software Development company with a focus on the manufacturing industry.

Achievements/Tasks

◇ Took part in the starting of the company.
◇ Responsible for design prototyping, documentation, presentations, and testing.
◇ Managed version control and task creation/distribution.

EDUCATION

Software Engineering Bachelor
Saxion University Of Applied Sciences, Netherlands
09/2018 - 06/2021   *Left during COVID*

Informatics High School Major
PPMG "Akad. Ivan Tsenov", Bulgaria
09/2015 - 05/2018   *5.73 out of 6*

ACHIEVEMENTS

Operational Excellence Award 2023 Employee Engagement, Lean Institute Bulgaria

Won the Employee Engagement category with our project Voice of Employees.

Getuigschrift propedeuse 2019 HBO Certificate, Saxion University of Applied Sciences

Given for excellent university performance.

Elementary Mathematics 2018 Prof. Borislav Boyanov Second Round Qualification

Passed the national round of a mathematics competition and earned admission to a prestigious university in Bulgaria.

HackVratsa 2016 Winner

Won hackathon with an interactive adventure project. Earned visit to the European Parliament.

PROJECTS

Various Web Projects (01/2024 - Present)
- ◇ **Description:** Various web projects, some for practice, others for day-to-day usage or for work.
- ◇ **Technologies:** HTML, CSS, JavaScript, React, EJS, Node.js, Express, PostgreSQL, and others.

Antique Dealership (06/2024 - 07/2024)
- ◇ **Description:** A platform for showcasing different antique items.
- ◇ **Technologies:** EJS, CSS and JavaScript for the frontend, Node.js/Express backend, PostgreSQL database.

Voice of Employees (02/2022 - 11/2023)
- ◇ **Description:** A tool for seamless communication of problems and suggestions in the workplace intended for medium-sized manufacturing companies.
- ◇ **Technologies:** React frontend, Node.js/Express backend, MongoDB database.

Python Bootcamp (04/2022 - 02/2023)
- ◇ **Description:** Following some Python courses, I developed many small Python projects with the thought of getting into Deep Learning.
- ◇ **Technologies:** Python and various libraries (Django, Pandas, NumPy, Pillow, Pytest, and others).

React Bootcamp (07/2021 - 02/2022)

◇ **Description:** Following some React courses, I developed some small-scale React-focused projects, gaining an understanding of how React operates.
◇ **Technologies:** React frontend, Node.js/Express backend, MongoDB database.

Chat App (07/2021 - 02/2022)

◇ **Description:** A real-time chat application, in which users can join/create rooms or have 1 on 1 chats.
◇ **Technologies:** React UI, Socket.IO for real-time communication, Node.js backend logic, MongoDB database.

Herakles Greek God AR Game (01/2021 - 06/2021)

◇ **Description:** An augmented reality phone tower-defense game in which you can play as different Greek gods and defend Olympus from enemy waves. Done for the Herakles Soccer Club as a half-time activity for the fans.
◇ **Technologies:** Unity Game Engine with C# scripting, AR Foundation augmented reality, Photon multiplayer, FMOD audio integration, and TextMeshPro menu rendering.

Quizzion Survey Module (05/2020 - 09/2020)

◇ **Description:** A module for an already existing platform with the purpose of hosting and participating in quizzes. The module is also responsible for all the handling and displaying of the information.
◇ **Technologies:** MockFlow for design prototyping, VueX for state management, Quasar for user interface, and AWS Lambda for handling backend logic.

Tic Tac Toe + (01/2020 - 03/2020)

◇ **Description:** A mobile version of the game tic tac toe in which 2 players play on the same mobile device with the twist that a player can challenge an already taken position by initiating a time-based quiz battle. Inspired by the game Triviador.
◇ **Technologies:** MockFlow for design prototyping, Java for menus, interactions, and game logic.

BloomingIT Educational Platform (05/2019 - 09/2019)

◇ **Description:** A platform similar to Udemy where teachers can upload courses and students can view and rate them. During the development I led the team responsible for the design prototyping and programming.
◇ **Technologies:** MockFlow for design prototyping, Vue.js, Bootstrap for front-end, GitLab for version control and managing issues.

Mobile Gardening Game (02/2019 - 04/2019)

◇ **Description:** Inspired by the game Farmville, you manage plots of land in which you can plant various seeds which, after watering and waiting to grow, you can trade for profit and buy more land and plots.
◇ **Technologies:** Java for graphics, menus and user interactions, Node.js for managing the game state and handling the game information stored in SQLite.

Text-Based Arena Roguelike Game (03/2018 - 05/2018)

◇ **Description:** A game played in the console in which you fight, earn money, upgrade your equipment and continue until you win/lose.
◇ **Technologies:** Python for logic and text-prompts/menus, JSON for data storage.

Task Management System (01/2017 - 08/2017)

◇ **Description:** Final Java OOP course project, covering the Model-View-Controller pattern.
◇ **Technologies:** Angular to serve the frontend, CodeIgniter to handle backend CRUD and API endpoints.

Racing & Platforming Game (02/2017 - 06/2017)

◇ **Description:** A top-down racing game similar to old arcade games with a character creation, real-time racing, and a story. Later used snippets of it and created a 2D platformer.
◇ **Technologies:** P5.js for object definition, behavior logic, and styling, HTML, CSS, and JavaScript for the frontend, PHP and MySQL for the backend.

Simulated Aquarium (05/2016 - 07/2016)

◇ **Description:** Using a generative 2D obstacle avoiding algorithm as an inspiration, I made an interactive aquarium with semi-intelligent "fish".
◇ **Technologies:** P5.js for object definition, behavior logic, and styling, HTML & CSS for displaying the project in the browser.

Adventure Game (04/2016 - 04/2016)

◇ **Description:** An interactive adventure game, with multiple outcomes and a focus on comedy and quizzes. Containing various famous local characters and references.
◇ **Technologies:** JSON for backend, HTML, CSS & jQuery for frontend and interactivity.

Turn-Based Fighting Game (05/2015 - 10/2015)

◇ **Description:** Turn based fighter with customizable characters & classes, using fully hand-drawn sprites.
◇ **Technologies:** PHP & MySQL for backend, HTML, CSS & jQuery for frontend and interactivity.

School Group WordPress Site (03/2014 - 09/2014)

◇ **Description:** A platform for sharing events, drawings, and general communication between the students, parents and the teacher of an extracurricular middle school group.
◇ **Technologies:** WordPress for the base of the project, basic MySQL, PHP, HTML, CSS and JavaScript for WordPress widget edits.

LANGUAGES

Bulgarian
Native Proficiency

English
Bilingual Proficiency

SOFT SKILLS

Adaptability   Attention to Detail   Communication   Critical Thinking   Perseverance

Problem-Solving   Teamwork   Willingness to Learn