

Keanu Natchev

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English – French – Bulgarian – Spanish & German (Basic understanding)

Education

High School Studies Diploma	June 2015
<i>Collège Jean-Eudes, Montreal, QC</i>	
College Diploma in Pure and Applied Sciences	August 2017
<i>Dawson College, Montreal, QC</i>	
Bachelor of Software Engineering	Fall 2017 - Present
<i>McGill University, Montreal, QC</i>	

Technical Skills

Programming Languages: Java, C, Python, CUDA, JavaScript, HTML, CSS, VHDL, ARM assembly, BASH

Tools: Git, Cucumber.js, Linux, Gradle, Spring Boot, Heroku, Maven, Travis CI

IDEs: Eclipse, Visual Studio Code, Adobe Dreamweaver

Other Software: Figma, Adobe Photoshop, Adobe Premiere Pro, MS Office Suite, Webots, LeoCAD

Work Experience

Freelance Shopify Website Template Customization	March 2021
<ul style="list-style-type: none">Worked with owner of cimerestudio.com to customize website by working on CSS and Liquid files.	

Personal Engineering Projects

Portfolio Website (available on GitHub)	July 2021 - Ongoing
<ul style="list-style-type: none">Building a Portfolio Website using React.	

Binary Search Tree Visualizer (available on GitHub)	December 2020
<ul style="list-style-type: none">Built a Binary Search Tree Visualizer Java Applet using VSCode.Implemented features such as adding/removing nodes, generating random trees, and traversal animations.	

University Engineering Projects

Data Structure and Algorithm Visualization Website	September 2020 - December 2020
<i>Software Engineering Practice (COMP 310 & ECSE 427)</i>	
<ul style="list-style-type: none">Worked in an agile environment using SCRUM (team of 8 people) to create a simple website application to visualize sorting algorithms applied to data structures with animations to demonstrate algorithms using the React.js framework, Anime.js for animations, and GitHub for version control.Worked on the Array and Doubly Linked List data structure pages of the website.	

Lego EV3 Mindstorms Robot	September 2020 - December 2020
<i>Design Principles and Methods (ECSE 211)</i>	
<ul style="list-style-type: none">Worked in a design team of 6 to develop a robot that navigated in a Webots virtual environment to specific locations.Was responsible for the hardware design development in LeoCAD/Webots as well as the hardware documentation.Implemented the localization class of the robot controller in Java and optimized threading between all other classes.	

Event Registration System	January 2020 – April 2020
<i>Introduction to Software Engineering (ECSE 321)</i>	
<ul style="list-style-type: none">Created a website application to register events with date and time, attending people, artists, and Google payment.Used UML Lab for domain modeling, Heroku for database deployment, and Travis CI for continuous integration.Implemented the backend using RESTful services, Java Spring Boot, and Gradle.Implemented the website's frontend with Vue.js, NPM, and JavaScript.	

Quoridor (board game) application	September 2019 – December 2019
<i>Model-Based Programming (ECSE 223)</i>	
<ul style="list-style-type: none">Created a Java application of the board game of Quoridor in a team of 6 using the model-view-controller design pattern.Implemented a load screen for the user to create/select a username, start a new game, and continue an existing game.Implemented a playback feature to watch saved games from start to finish.Used Umple with UML Model for code generation, Gherkin for writing testing scenarios, Cucumber for running test suites, and Java Swing/2D for the development of the user interface.	