

Keanu Natchev

514-929-6306, keanu.natchev@gmail.com, github.com/keanutan, linkedin.com/in/keanu-natchev/

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

Education

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

Technical Skills

Languages: Java, C, Python, CUDA, JavaScript, HTML5, CSS3, OCaml, VHDL, ARM, BASH

Tools/OS: Git, Cucumber, Gradle, Maven, Heroku, Travis CI / Windows, Linux, Ubuntu

Framework: React, Spring Boot, Vue.js

IDEs: Visual Studio Code, Eclipse, Adobe Dreamweaver

Work Experience

Freelance Shopify Website Template Customization for cimerestudio.com	March 2021
Supervisor and Floor Clerk at Shoppers Drug Mart	June 2016 - December 2019

Personal Engineering Projects

Portfolio Website (available on GitHub and at keanunatchev.com) (IN PROGRESS)	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 with features such as adding/removing nodes, generating random trees, and traversal animations.	

University Engineering Projects

Operating System in C <i>Operating Systems (COMP 310 & ECSE 427)</i>	January 2021 - March 2021
<ul style="list-style-type: none">Built an OS Shell in C with shell memory to store and update variables using the set VAR STRING command (more commands were available such as help, quit, print VAR, run SCRIPT.TXT).Upgraded the OS with a Kernel to house the Shell with an added exec prog1 prog2 prog3 command for program execution that was handled using a simulated 1 core CPU, Process Control Block (PCB) for each program, a ready queue for the PCBs, a CPU scheduler and temporary simple memory.Further upgraded the OS with a Boot Sequence as well as a Memory Manager that utilized RAM pages, frames, and Page Fault handling for the exec prog1 prog2 prog3 command.	
Data Structure and Algorithm Visualization Website <i>Software Engineering Practice (ECSE 428)</i>	September 2020 - December 2020
<ul style="list-style-type: none">Worked in an agile environment using SCRUM (team of 8 people) to create a website application to visualize sorting algorithms applied to data structures with using React, 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 <i>Design Principles and Methods (ECSE 211)</i>	September 2020 - December 2020
<ul style="list-style-type: none">Worked in a design team of 6 to develop a robot that navigated in a virtual obstacle course in Webots.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 <i>Introduction to Software Engineering (ECSE 321)</i>	January 2020 – April 2020
<ul style="list-style-type: none">Created a website application to register events with date, time, participants, artists, and Google payment.Used UML Lab for domain modeling, Heroku for database deployment, and Travis CI for continuous integration.Implemented the REST API backend using Java Spring Boot and Gradle.Implemented the website's frontend with Vue.js, NPM, and JavaScript.	