Matthew Tsenkov

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EDUCATION

Eastern Michigan University - Ypsilanti, MI

Bachelor of Science in Computer Science, GPA: 3.68/4.0

Minor in Communication

September 2016 - April 2020

RELEVANT COURSE PROJECTS

Evil Fortress - Capstone Senior Project (C#, Unity, Git, GitHub)

Spring 2020

- Created a 2D Tower Defense game for Azure Ravens Entertainment
- Worked closely with Scrum Master to design and implement features and gameplay requirements
- Participated in time estimations and sprint planning sessions using agile methodologies

Got Dam - Web Game (C#, Unity, Git, GitHub)

Spring 2020

- Performed Scrum Master duties by facilitating daily scrum, sprint planning, and improving team efficiency
- Implemented player controller, movement, interaction with the world, level creation, and animations

Scanner/Parser (C)

- Developed a scanner that lexically analyzes source code by decomposing it into tokens, checking that each token is valid, and performing word level analysis
- Implemented a parser that performs syntax analysis by checking the grammar of statements, the order of the tokens, and analyzing each statement

User Database System (Java)

Spring 2019

Developed a database system using various simple and complex data structures and algorithms, such as Ordered Arrays, Linked Lists, and Binary Search Trees

WORK EXPERIENCE

Konsulko Group - Sofia, Bulgaria

Software Engineer Intern

May 2018 - August 2018

- Created customized Linux distributions using Yocto, allowing them to be small in storage size to reduce the cost of hardware components
- Deployed the distributions on Raspberry Pi and encrypted them using LUKS
- Developed Python scripts to automate tasks and executables

PERSONAL PROJECTS

Laser Defender (Unity, C#)

Developed and deployed a complete 2D space shooter game

Portfolio Website (HTML, CSS, JS, Bootstrap 4)

Built a static website to display my portfolio and hosted it on GitHub Pages

Web Scraper (Python, BeautifulSoup4, Requests)

Used the BeautifulSoup4 Python Library to extract job data from Indeed in an automated way

TECHNICAL AND LANGUAGE SKILLS

Programming Languages: Java, Python, JavaScript, C, C#, HTML, CSS

Technologies and Frameworks: Node.js, MongoDB, Express.JS, Django, Flask, SQLite, Jinja, JUnit, Git, GitHub, Bootstrap, Java Code Coverage (EclEmma), VMWare, VirtualBox, Eclipse, Unix, Windows PowerShell, Vim, Tmux Design and Development Practices: Object-oriented programming, UML diagrams, Functional programming,

Test-driven development, Scrum, paired programming Languages: English, Native Bulgarian, basic French

ADDITIONAL EXPERIENCE

Eastern Michigan University - Ypsilanti, MI

Eastern Michigan University Men's Swimming Team

September 2016 - April 2018

- Committed 20-25 hours per week to weight training, skill work, practice, conditioning, and meetings
- Participated in leadership and team building exercises
- Accustomed to performing in high pressured situations