# Matthew Tsenkov

matthew.tsenkov@gmail.com | linkedin.com/in/matthew-tsenkov/ | mtsenkov.github.io

## EDUCATION

Eastern Michigan University - Ypsilanti, MI
**Bachelor of Science in Computer Science**, GPA: 3.68/4.0          **September 2016 - April 2020**
Minor in Communication

## WORK EXPERIENCE

DXC Technology - Sofia, Bulgaria
**Junior Software Developer**                                                        **December 2021 - February 2023**

- Developed backend functionality for multiple projects using Spring Boot, Spring Data JPA, Java EE, JPA, Hibernate, and JDBC, contributing to both monolithic and microservice architectures with a focus on RESTful API development
- Achieved a minimum of 85% code coverage by implementing unit and integration tests with JUnit, Mockito, and Spring Boot Test, integrating automated testing into Jenkins pipelines and ensuring code quality with Sonar analysis
- Maintained and enhanced existing projects by implementing new features and optimizing performance, including creating a memory-efficient solution for generating Excel reports from aggregated data across multiple microservices
- Contributed to frontend development using React enhancing user interfaces, creating new functionality and ensuring seamless integration with backend services
- Automated key tasks using shell scripts, significantly reducing setup times and improving team efficiency by enabling quick execution of complex processes
- Managed the creation of Docker YAML files for deployment, contributing to operational efficiency within an Agile environment
- Collaborated with product managers and business analysts throughout the Software Development Life Cycle (SDLC) to gather requirements, create use cases and UML diagrams, and develop user specifications, ensuring comprehensive functionality aligned with stakeholder needs and enhancing project outcomes

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

**Wedding RSVP Web App** (Next.js, MongoDB, React-Bootstrap, Framer Motion)                    **Winter 2024**

- Created a dynamic single-page application featuring a multilingual RSVP form and a timezone-aware countdown timer
- Implemented with Next.js, integrated Next-Intl for language support, and used React-Bootstrap and Framer Motion for responsive UI and animations
- Developed a serverless backend with API endpoints for frontend communication, deployed on Vercel with automated updates from Git and optimized performance according to Vercel best practices
- Managed data using MongoDB Cloud for NoSQL storage

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

- Built and deployed a website to display my portfolio

**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, HTML, CSS, Shell Scripting
***Frameworks & Tools***: Spring, Spring Boot, Spring Data, JPA, Hibernate, RDBMS, MySQL, Oracle, NoSQL, MongoDB, REST API, Docker, JUnit, Git, Bootstrap, Java Code Coverage (EclEmma), VMWare, VirtualBox, Unix, Linux, Vim, Express.js, React, Angular, TypeScript, SonarQube, VisualVM, OpenAPI, Swagger, Mockito

*Practices*: Object-oriented programming, UML diagrams, Functional programming, Test-driven development, Scrum, paired programming, Agile Methodology
*Languages*: English, Native Bulgarian, basic French

## 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)                    **Fall 2019**
- 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

## 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