

# Kamen Kanchev

kkanchev94@gmail.com  
619-817-5266  
Boston / Provincetown, MA

## Summary

Trustworthy, sociable, and willing to go through the hardship of learning any new type of skill set necessary for improved performance and quality standards. Built useful experience in different areas with the main one of them - interest in software engineering. I have been working in the restaurant business as I have obtained my residence in the US, and now ready for a full-scale carrier in programming and computer science.

Carrier-switch to Software Engineering officially in 5 months to full-time, currently learning C to understand the low-level mechanics of manually creating hash tables, data structures, dynamic memory allocation and freeing, and the infamous pointers.

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## Skills

• JS Frameworks/Libraries: React.js | Node.js | Flask •, Web UI: Bootstrap 4 | SASS | SVG | TailwindCSS •, Additional Projects Built wt: C# | Python | C | VB •, Design: Premiere Pro | Photoshop | After Effects •, Stack: MERN •, Methodologies: SCRUM | Agile •, GitHub Version Control •, Database: SQLite | Firebase •

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## Public Projects

Responsive Parallaxing HTML5/CSS3 Website  
09/2018 - 11/2018

A premium-looking website for Boxing with JS and JQuery library. Built from scratch without using Bootstrap. Fully responsive. Optimized to SEO compatibility. Built with browser compatibility (IE, FF, Chrome, Opera). - [link](#).

Calorie Tracker - Vanilla JS with Local Storage

Fully vanilla javascript calorie tracker with emphasis on DOM manipulation and local storage implementation. Object-oriented for better modulation - [link](#).

Harvard's CS50 Projects • Provincetown  
03/2022 - Present

All projects finished based on C and Python with the Computer Science Course from Harvard of CS50 - [GitHub link](#).

- 15+ projects from optimizing Big O notations, to learning data structures and problem-solving thinking with practical problem sets

- Working with C language and learning everything from the ground up with demanding problems for 6 weeks

- Transitioning to Python and SQL with several projects to complete, working with Flask and Jinja to create a couple of web apps - stock market API and websites with session and database implementation

2D Platformer Game (Invader Rush) - Alpha Version • Varna  
10/2017 - 04/2018

A 2D Platformer game for Android Smartphones which is a strategic hero-based battleground. The game is currently in a developmental phase with an already build full gameplay functionality. - [GitHub link](#).

- Full functionality completed with 3000+ lines of C# code

Data Retrieval Software for Boolean Big Data Search  
10/2017 - 01/2018

Concluded reading of stem word end, excluding punctuation and non-valuable word list.

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## Education

### Computer Science

EU - Varna University of Economics & Technologies • Varna  
01/2018

Bachelor's Degree: Computer Science – Credits in Math & Statistics Courses

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### Languages

English, Spanish, Bulgarian

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### Contact

\* [Portfolio Website](#) \* [GitHub](#)