

ILIYA KOVACHKI

Web
Software
Imagineerer



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← → ↻ <https://iliya.online>



SKILLS

AI and Coding

HTML/CSS/JS	■ ■ ■ ■ ■
PHP/Python	■ ■ ■ ■ ■
Rust/C++	■ ■ ■
UEFN Verse	■ ■ ■ ■ ■
AI Code Editors	■ ■ ■ ■ ■
YAML/Bash/Shell	■ ■ ■ ■
Docker/Kubernetes	■ ■ ■ ■
NGINX/Apache	■ ■ ■ ■
CI/CD Pipelines	■ ■ ■ ■
Git/GitHub/GitLab	■ ■ ■ ■
MySQL/MongoDB	■ ■ ■ ■
ChatGPT API	■ ■ ■ ■ ■

Platforms

Azure	■ ■ ■ ■ ■
AWS	■ ■ ■ ■ ■
Google Cloud	■ ■ ■ ■ ■
Unreal Engine	■ ■ ■ ■ ■
Windows/Mac	■ ■ ■ ■ ■

Languages

	Bulgarian
	English
	Spanish

EDUCATION

Art Institute of Atlanta
Web Design AA | 2014 - 2017

- Initiated and coordinated events to facilitate connections between students and industry professionals
- Assistant to the Dean of Student Affairs

Proudly served in the
United States Marine Corps

EXPERIENCE



SW Engineer

Candescent | Aug 2024 - Jan 2026

Previously part of NCR, Candescent became an independent company in 2024, and I continued in my role to support a smooth transition.

- Ensured system stability and uninterrupted development workflows during organizational restructuring.
- Updated and refined internal tools and processes as the company shifted away from NCR infrastructure.
- Maintained accurate documentation and operational processes throughout the transition period.



UEFN Lead Platform Developer

Ghost Launchpad | Feb 2024 - Oct 2025

Lead Developer and Programmer on multiple Fortnite Experiences. Collaborated on most experiences as well as developed some by myself.

- Programmed and designed many Verse core systems and developed a prototype for a quick start on a UEFN experience.
- Created UIs, HUDs, Materials, and Niagara effects for enhanced player experience and interaction.
- Conducted all technical interviews for new platform developers, as well as providing mentorship to new programmers.
- Collaborated closely with the program director to ensure smooth and successful project outcomes.



SW Engineer

NCR Corporation | May 2019 - Aug 2024

Developed systems and tools to automate and enhance pipeline processes throughout project lifecycles.

- Designed and created internal systems to generate prototypes based on custom per-client design and functionality
- Created and maintained internal tools for client-facing teams, resulting in substantial improvement in workflow efficiency
- Facilitated communications between design and development teams to ensure seamless functionality implementation
- Optimized codebase, increased resource efficiency, and reduced latency on page load
- Developed a framework that reduced prototype development time by more than 40%, focused on accessibility, keyboard navigability, and W3C.