Djevair Avmedoski

Entry-Level Web Developer

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- 📍 Debar, North Macedonia
- 🚩 Macedonian
- 📅 02.10.2002
- ⚥ Male
- in Dzeko Avmedoski

🪪 PROFILE

Computer Science and Engineering graduate with hands-on experience in **web development, game projects, data analysis, and parallel programming**. Skilled in **C, C++, Python, JavaScript, HTML, CSS, R, and C#**, with experience in **SQL, Git, Unity, and data visualization**. Volunteer experience includes organizing Startup Weekend at UIST University in Ohrid; eager to contribute as a **junior web or software developer**.

💼 PROFESSIONAL EXPERIENCE

Startup Weekend UIST — Volunteer Organizer
techstars_ Startup Weekend Ohrid
04/2025 – 04/2025 | Ohrid, North Macedonia
- Assisted in organizing Startup Weekend at UIST University in Ohrid.
- Helped coordinate event logistics, participant registration, and team organization.
- Supported speakers, mentors, and teams during presentations and workshops.
- Gained experience in teamwork, communication, and event management.

Village Mogorche Official Website
Freelance
06/2025 | Debar, North Maceonia
- Built a dynamic website to promote the village of Mogorche using HTML, CSS, and JavaScript.
- Implemented dynamic content loading via URL parameters (e.g., info.html?id=geoHis).
- Designed responsive pages and optimized structure for easy updates.
- Focused on clean layout and simple UI for visitors.

🌐 LANGUAGES

Macedonian	● ● ● ● ●
English	● ● ● ● ○
German	● ○ ○ ○ ○

🧠 SKILLS

- JavaScript
- HTML
- CSS
- Python
- SQL
- Unity
- Figma
- Office 365
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premier Pro

📁 PROJECTS

Pokemon Game Tutorial in Unity

12/2024 – 04/2025

- Developed a Pokémon-style tutorial game in Unity to practice C# scripting and game mechanics.
- Implemented player movement, collision detection, and basic interactions with NPCs.
- Designed simple UI elements and integrated sprites to recreate a classic Pokémon look and feel.
- Used C# to handle game logic, events, and transitions between scenes.
- Strengthened understanding of Unity components, prefabs, and 2D game development workflows.

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06/2025

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Football Kit Store Website

04/2024 – 06/2024

- Developed a website showcasing football kits, including team pages and kit details.
- Built the layout with HTML and CSS, and used JavaScript to handle navigation and dynamic content.
- Designed a clean, responsive interface suitable for both desktop and mobile.
- Organized kit data into structured sections, making it easy for users to browse and compare designs.

Football Database

10/2023 – 12/2023

- Built a football statistics database using SQL to store player, team, and match information.
- Designed relational tables and optimized queries for fast data retrieval.
- Implemented scripts for inserting, updating, and filtering data (e.g., goals, assists, match outcomes).
- Used the project to practice backend logic and understand data modeling for sports analytics.

Football Analysis in R – Data Analyst (Project)

01/2024 – 04/2024

- Conducted football performance analysis using R and tidyverse libraries.
- Imported and cleaned match datasets to prepare them for statistical modeling.
- Created visualizations (plots, charts) to explore patterns in goals, possession, shots, and team performance.
- Built simple predictive models to evaluate trends and compare player or team effectiveness.

Instagram Show Recommendations in Photoshop

Created visually appealing Instagram slideshows recommending anime/shows using Photoshop, demonstrating design skills and creative content curation.