

Gjovani Gorvokaj

Software Developer

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SKILLS

Programming Languages

Developed RESTful APIs, middleware, and authentication services using Node.js, Express, React, and TypeScript with Next.js. My experience also includes creating dynamic, data-driven web applications using HTML, CSS, and JavaScript.

Frontend Development

I specialize in building responsive and interactive user interfaces using React, Next.js, and Chakra UI. My approach emphasizes clean, reusable components and modular design principles. I have also integrated third-party APIs to enhance functionality and user experience.

Backend Development

I have designed and implemented scalable RESTful services with Node.js and Express. My database experience includes designing ERDs (Entity-Relationship Diagrams) and database schemas using MongoDB and MySQL to structure, manage, and retrieve data efficiently.

UI/UX Design

I have experience designing intuitive and user-friendly interfaces using Figma. My workflow includes creating wireframes, prototypes, and mockups that align with modern design principles to ensure applications are functional and visually appealing.

DevOps & Tools

I am proficient in version control using Git and collaborating effectively through GitHub. Worked with Docker to create consistent development environments.

Testing & Debugging

I have improved application reliability by writing unit tests and debugging complex systems. My experience includes leveraging tools like Jest and Chrome DevTools to identify and resolve issues efficiently.

Exposure to Additional Technologies

My exposure to containerization tools and cloud platforms highlights my adaptability and eagerness to learn and grow with modern development practices.

EXPERIENCE

Spotify Autosave App:

02/2024-03/2024

- Designed a RESTful API with Flask to process Spotify artist IDs and retrieve associated libraries via Spotify's Web API.
- Implemented efficient data handling to parse and save large music libraries automatically, reducing user effort.
- Focused on user experience by streamlining the process of bulk-saving music collections with minimal input.
- Developed modular, scalable backend logic to support future enhancements or API integrations.

NautiTrail:

06/2024-Present

- Built a modern and responsive landing page using Next.js and TypeScript to communicate the platform's vision effectively.
- Designed and implemented the front-end with a focus on user-centered design principles and scalability.
- Created a MTD outlining the platform's goals, features, technology stack, development plan, and monetization strategy.
- Prepared detailed project documentation to guide future development and stakeholder communication.

Homeschool Resource HUB:

10/2024-Present

- Designed an intuitive and engaging user interface using Figma to create wireframes and interactive prototypes.
- Built the front-end of the platform using Next.js and TypeScript, integrating a responsive design for seamless user interaction.
- Planned integration of homeschooling resources via Google Drive API to ensure free access to educational materials.
- Expanded project scope to include a comprehensive curriculum with interactive lessons and auto-graded quizzes in the future.

Tiny Farm Web Game:

10/2024-11/2024

- Designed and implemented core game mechanics using JavaScript, providing a dynamic and engaging user experience.
- Utilized HTML Canvas to create interactive visual elements, including animations and player interactions.
- Employed modular programming techniques to ensure scalability and easy addition of future features.
- Published a live demo to highlight front-end development skills and showcase creativity.

EDUCATION

Full Sail University | B.S. in Web Design & Development (Expected Graduation: Apr. 2025, Remote)

Started Aug. 2022

PROJECT LINKS

Spotify Autosave App: Backend Application

[GitHub](#)

NautiTrail: Front-End Application (Will Eventually be a FullStack application)

[GitHub](#) | [Landing Page](#)

Homeschool Resource HUB: Front-End Application (Will Eventually be a FullStack application)

[GitHub](#)

Tiny Farm Web Game: Front-End Web Game

[GitHub](#) | [Live Demo](#)