STEFAN VRANJEŠ

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📍 Banja Luka

SKILLS

- HTML & CSS
- JavaScript (ES6+), TypeScript
- Bootstrap 4/5, Ant Design, Tailwind
- Figma
- React JS
- React Native
- NextJS
- Redux
- Mapbox & OpenLayers
- Potree.js & Cesium 3D
- Python, Django
- REST API
- GeoServer
- Firebase
- NodeJS
- PostgreSQL
- Architecture & Code Quality
- Testing & QA
- Vite, NPM & Yarn
- GitLab & GitHub
- Docker
- Jira, Odoo
- Husky
- Vercel
- AI in Web Development
- Windows, MacOS
- Scrum & Kanban
- Team Leadership & Collaboration

EDUCATION

01/2018
Pan-European University "APEIRON" | *Banja Luka*

SUMMARY

I started at **Planet Soft** as an intern, moved into a **full-stack role** working with Python and jQuery, and later focused fully on **frontend development** with JavaScript and React. In **2023**, I stepped into the role of **Frontend Team Lead**, where I now lead a team of **frontend and mobile developers**, including **React Native**. I enjoy building modern products, mentoring teammates, and growing together as a team.
🔗 **Portfolio:** https://stefanwebdev.com/

EXPERIENCE

10/2023 - Current
Frontend Team Lead
Planet Soft | Banja Luka

- Leading a cross-functional team of 10 frontend and mobile developers across multiple GIS and SaaS projects.
- Standardized frontend architecture across projects (folder structure, reusable components, shared logic).
- Initiated adoption of modern tools (Vite, TanStack, Redux Toolkit) and transitioned projects from legacy tech stacks (jQuery, class-based React).
- Conducting code reviews, mentoring juniors, and organizing internal knowledge-sharing sessions.
- Working closely with designers, backend teams, and QA to ensure high-quality and scalable software.
- SaaSer & GaaS

12/2017 - Current
Software Engineer
Planet Soft | Banja Luka

- Developed GaaS solution with spatial analysis tools and dynamic forms, enhancing user experience.
- Built interactive frontend for managing LiDAR data visualization, integrating Mapbox and Potree.js.
- Created comprehensive interactive charts and dashboards for environmental data analysis.
- Implemented dynamic forms, tables, and authentication features using React Hooks and Redux Toolkit.
- Migrated development environments from virtual to local machines utilizing Docker for efficiency.

Bachelor's Degree: Information Technology Engineering

- Employed Scrum methodologies to streamline project management and enhance team collaboration.
- Defined web app layout while contributing to UX/UI design, ensuring a user-friendly interface.
- Utilized advanced mapping tools for customized geodetic operations, improving analytical capabilities.

CUSTOM SECTION

- Leading a cross-functional team of 10 frontend and mobile developers across GIS and SaaS projects
- Standardized frontend architecture with reusable components and shared patterns
- Driving adoption of modern tooling (Vite, TanStack, Redux Toolkit) and modernizing legacy codebases
- Conducting code reviews, mentoring junior developers, and supporting team growth
- Collaborating closely with design, backend, and QA teams to deliver scalable, high-quality solutions

EDUCATION & PROFESSIONAL DEVELOPMENT

- **Script'19 Conference**, Linz, Austria
- **WeAreDevelopers Conference**, Berlin, Germany (2022)
- **React Summit & JavaScript Conference**, Amsterdam (2023)
- **Web Security** – Frontend Masters (Steve Kinney)
- **UX/UI Design Course** (Oct 2020 – Dec 2020)
- **HTML, CSS, Bootstrap 4 & Responsive Design** – Info ARS (Aug 2019)
- **"Moja praksa" Internship Program** – USAID & ICBL (Jun 2015)
- **Team Work & Project Management** – ICBL (May 2015)
- **AmCham Young Professionals Slovenia** (2025)