Jan Ivkovič Miura

Portfolio: https://ji-0.github.io | **Github**: https://github.com/JI-0
E-mail: janivkovic11111@gmail.com

I'm Jan, a seasoned full stack developer with a passion for crafting seamless and innovative digital solutions. I am eager to help you build your ideas and bring them to life (0->1). My experience spans from front-end to back-end, mobile, cryptography, and AI, allowing me to take on various roles and responsibilities with agility and expertise. Whether you're looking for a full-time team member or a part-time collaborator on a project basis, I offer the flexibility and skill set to meet your needs.

My commitment to staying current with industry trends and technologies ensures that I bring fresh perspectives and solutions to every task. Let's discuss how my skills and expertise can drive your projects forward and help you achieve your goals.

I am open to opportunities as a full-time employee or as a part-time contributor, whether on a per-project basis or at an hourly rate. Please feel free to contact me at any time.

Skills:

Programming languages:

- Go (Golang)
- Python
- Swift
- C/C++
- PHP
- CSS
- Bash
- Dart
- Lua
- Java
- TS/JS
- HTML
- PineScript

Frameworks/tools:

- Keras
- PyTorch
- React
- WordPress
- Node.js
- Nginx
- GCC
- WASM
- Docker
- TensorFlow
- Flutter
- Astro
- Godot
- Cypress
- Apache
- Clang
- Emscripten
- Neovim

Languages:

- English (fluent)
- Slovene (fluent)
- Japanese (conversational)

Databases:

- BadgerDB
- Redis
- MySQL
- MongoDB
- PostgreSQL

Operating Systems:

- MacOS
- Debian
- Windows
- Android
- Ubuntu
- Pop!_OS
- iOS

Experience:

Freelance

- Building APIs, websites, apps (iOS and Android)
- E2E encrypted messenger app for iOS (Swift) https://ji-0.github.io/posts/e2ee_messenger/
- Go messaging backend server
- Building bindings for libraries to use them using different programming languages – accessing C/C++ libraries from Go, Dart, JavaScript; using Go modules inside Flutter apps; etc.
- Setting up servers/backend infrastructure

Cloud Base Games Ltd. (Full-stack engineer)
September, 2022 – October, 2023

- Game development using Godot/GDScript
- Mobile development using Swift, Java
- Set up In-App Purchases, review request for both iOS and Android
- Firebase integration for Android to collect data for Google Analytics for ads
- Backend servers setup: user authentication, emailing, In-App Purchase receipt validation via Apple and Google servers
- MongoDB replica set setup with off-site rolling backup

Asistenca d. o. o. (Full-stack engineer)
April, 2019 – February, 2022

- Web development using WordPress/PHP and React
- Testing using Cypress, Playwright
- Process automation/streamlining
- LAMP stack
- API backend services with Node.js and Go

Education:

Sophia University (上智大学), Japan
April, 2022 – March, 2024

- Studied business and development
- Researched server cost optimization
- WebRTC networking
- Golang, C/C++, WASM, Bash, Wireshark
- Research thesis: https://digital-archives.sophia.ac.jp/repository/view/repository/20233304845

University of Ljubljana, Slovenia

- Business/leadership training
- General purpose programming (Python, PHP, Go, JavaScript/TypeScript, HTML/CSS)
- SQL programming
- Networking, server management
- DevOps
- Graduated top 10% of class