

# Jan Ivkovič Miura

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**Portfolio:** <https://ji-0.github.io> | **Github:** <https://github.com/JI-0>

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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:

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### Programming languages:

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

### Frameworks/tools:

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

### Languages:

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

### Databases:

- BadgerDB
- Redis
- MySQL
- MongoDB
- PostgreSQL

### Operating Systems:

- MacOS
  - Debian
  - Windows
  - Android
  - Ubuntu
  - Pop!\_OS
  - iOS
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## Experience:

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### Freelance

October, 2023 ~

- Building APIs, websites, apps (iOS and Android)
- E2E encrypted messenger app for iOS (Swift) [https://ji-0.github.io/posts/e2ee\\_messenger/](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:

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### 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>

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