# KRISTIJAN KOSTOVSKI

## Software Engineer

## CONTACT

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## EDUCATION

**2019-2025**
**FACULTY OF COMPUTER SCIENCE AND ENGINEERING**

- Bachelor's degree in Computer Science

## SKILLS

- Java
- ReactJS
- AngularJS
- Conteainerization(Docker)
- Spring Framework
- Microservices
- Alfresco Content Services
- Golang
- GraphQL
- CI/CD(GitHub Actions, Gitlab CI)
- Kubernetes

## LANGUAGES

- English: Fluent
- Macedonian: Fluent
- German: Basics

## PROFILE SUMMARY

A dedicated and ambitious full-stack software engineer with a strong foundation in Java Spring and Spring Boot, complemented by expertise in modern frontend frameworks like ReactJS and AngularJS. With a focus on Document Management Systems (DMS) and Enterprise resource planning (ERP) systems, I have a proven track record of building robust and scalable systems.

## WORK EXPERIENCE

**Inteligenta**                                JULY 2022-JANUARY 2025

Software Engineer

- I have contributed to a number of diverse projects including Document Management Systems(DMS), systems integrating Know Your Customer(KYC) and Anti-Money Laundering(AML) functionalities, Enterprise resource planning(ERP) systems.
- As a full-stack developer, I've contributed extensively to both backend and frontend engineering, with a touch of DevOps practices to support development and deployment processes.
- Accomplshments include:
  - Implemented document management functionalities in the document management system using Alfresco and AngularJS.
  - Implemented frontend applications using AngularJS and ReactJS.
  - Implemented KYC and AML procedures.
  - Built RESTful APIs on backend using Spring Boot framework.

## PERSONAL PROJECTS

- MK Malware Tracker
  - MK Malware Tracker is a service for tracking malware distributed through computers, servers, and IoT devices based in Macedonia. The project is built in Java Spring Boot and React. I was involved in the backend development, where I built REST APIs and in the frontend development where i built the design and connected the API endpoints to React components.
- Project Scrape
  - First person arena shooter video game in Godot 4 game engine where i worked on the gameplay logic and music.
- Scrape backend
  - Backend system for a promotional website where users can register, login and create,edit and delete blog posts or bug reports. The project is built in Golang and contains API integration with Linear using GraphQL.