# MARKO MARKOVIKJ

SOFTWARE ENGINEER

Skopje, North Macedonia

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## CORE COMPETENCIES

Software Development

Programming

Excellent communication

Flexible

Adaptability

Problem solving

## EDUCATION

HIGH SCHOOL
Orce Nikolov, Skopje
2014

BACHELORS
FINKI, UKIM
2018

## LANGUAGES

Macedonian – mother tongue

English – C2 (CAE Certified)

## LANGUAGES AND FRAMEWORKS

C#
RUBY
KOTLIN
SQL
JavaScript
HTML
CSS
SCSS
GIT
DOCKER

## SUMMARY

Software engineer with a knack for web-development, and a down-to-earth person who loves working with new tools and concepts. A detail oriented and testing-first mindset ready to try out new things and thrive when given problems. A professional with over 4 years of experience in the software development world, coupled with excellent soft skills to coordinate communicative workflows and demeanor.

## PROFESSIONAL EXPERIENCE

### SOFTWARE ENGINEER                                NOV 2021– PRESENT
*ENDAVA*

Enrolled into the company through its graduate program and then started off as an automation engineer working on QA tasks. Slowly transitioned into developing and working on solutions for clients and communicating with stakeholders.

- Writing and maintaining automated tests using Nunit, C# & Selenium
- Writing and executing test case scenarios relating to Backend logic, API Interfaces, Database queries
- Deploying and versioning packages using Github Actions, Octopus, Teamcity
- Generating end-of-month reports, recording demos and presenting the same to product owners and stakeholders
- Developing new logic for a fully-fledged insurance web-application using C# and the .NET framework according to product requirements and provided acceptance criteria

### SOFTWARE ENGINEER (CONTRACT)                    JAN 2024 – PRESENT
*MindLeaps*

Engineering and consultative services for a non-profit US based organization. Working on two in-house products which track and analyze data for underprivileged youth worldwide.

- Developing and adding features to a Ruby on Rails web application
- Extending models, optimizing database and view performance in Postgres
- Created a testing framework for an existing Kotlin mobile application using Junit and Espresso
- Setting up a CI/CD process for linting and testing new releases for a mobile application using Github Actions
- Staff meetings with stakeholders to collect client requirements and to organize demos of new features
- Field work for the organization throughout countries like North Macedonia, Guinea to help with local systems there and to better understand the company's vision

### WEB DEVELOPER AND ADMINISTRATOR                 JAN 2021 – DEC 2021
*STATE ARCHIVE OF THE REPUBLIC OF MACEDONIA*

Total overhaul of the existing web page for the archive using WordPress, JS & CSS

- Recompiling old materials in order to be posted in a new format using modern browser technology
- Implementing custom JavaScript solutions to highlight web sections
- Designing and maintaining the website whilst communicating with clients and serving as off-premise technical support

.NET
ASP.NET
ASP.NET Core
RAILS
REACT
SELENIUM
CYPRESS
PLAYWRIGHT
NUNIT
XUNIT

# PROJECTS

### .NET ARCHITECTURE MIGRATION SOLUTION

Responsible for the solution providing data migration for a multi-billion dollar client product coming from an old architecture. Consistently communicated with senior staff to ensure deadline adherence and requirement fulfillment.

- Wrote a console application which would read old data contracts (.NET 5) and serialize the same to be sent through a secure connection using Octopus and Kafka
- Developed an Import solution which would read and convert old data contracts into new classes (.NET 8) according to modern user stories and criteria
- Worked with docker containers to simulate layered and modular services used by the Import solution
- Developing a testing framework for the new solution using XUnit and Playwright

### POSTS BY MARKO

A personal .NET/React solution that acts as a post sharing website. Users can register and create posts that others can view with updates in real time using SignalR. Made with the purpose of being enhanced incrementally in order to demo technical skills and knowledge of the SDLC.

- Layered solution using an Onion-like architecture, with the presentational layer being a frontend client solution written in React
- Dockerized both backend and frontend solutions to enable possibility for testing frameworks to exist on their own
- Wrote custom components to encourage reusability, simulating a modern application of bigger scope
- Public code, which can be viewed here

### REACT CHALLENGES

A collection of different challenges and games written using React. Acts as a space to demo and practice problem-solving skills exclusively with React.

- Used Google Sheets and their API as a backend for certain challenges, demonstrating creative ways of communicating with the backend
- Public code, site can be viewed here