

Professional Experience

CLCircular: Front End Developer (03/2023 - Currently)

- As part of the front-end team, undertook a complete remake of the previous project to address numerous issues that made the platform incompatible with the company's vision and future goals. Enhanced reporting, efficiency, control, and scalability. Introduced numerous features and tools for both the administrative team and the clients, leading to reduced costs associated with APIs and services.
- Collaborated with the UX/UI team for a total redesign of the interface, ensuring it was both usable and accessible.
- Developed software in Electron to calibrate, test, and certify hardware devices in collaboration with the IoT Engineers.
- Technologies used: Typescript, React, AWS, GraphQL, MUI, NodeJS, Figma.

Zentral: Front End Developer (11/2022 - 01/2023)

- Led the development of a platform dedicated to AI-generated art, incorporating a marketplace and social media functionalities to share, sell, and buy AI-created artworks. Played a key role in defining and training the AI model through prompt engineering.
- Oversaw the design of the application, platform, and marketplace.
- Technologies used: Angular, Python, Jinja, Figma.

Skills

- **Software** : Typescript, Javascript(ES6+), MERN, Angular, Git, SQL, HTML/CSS, Python, AWS, NodeJS, GraphQL, Electron.
- **Design** : Adobe Stack, Figma.
- **Languages** : English, Spanish, Serbian

Latest Software Projects

- **Menthal (Ux/UI):** Designed a mental health app that serves as a hub connecting professionals with patients, streamlining the process of seeking help. Users can search for various medical experts tailored to their budget and specific needs.
- **Volunteer (Ux/UI) :** Developed a volunteer-centric app with a social media framework. It bridges the gap between organizations and volunteers, fostering meaningful contributions to their communities. Features include event search based on location or category, inviting friends, commenting, contributions, and more.
- **Roomie (Ux/UI) :** Created an apartment-sharing app with a gamified approach. Users earn points which can be used to "purchase" chores. Simpler tasks come at a higher point cost, while unclaimed chores are randomly assigned. This system allows for an equitable distribution of housework, adding an element of fun to the routine.

Education

- **CEI** : 6 Months intensive Full Stack Development and UX/UI Design Bootcamp.
- **CS50 Harvard University** : Introduction To Computer Science.
- **Codecademy** : Full Stack Engineer path
- **Specialization courses** : React, Angular, Python.