

Olivera Bojchevska

Nationality: Macedonian/citizen of the Republic of North Macedonia

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Date of birth: 20 Nov 1995

Gender: Female

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LANGUAGE SKILLS

Mother tongue(s): Macedonian

Other language(s): English

LISTENING B2 READING B2 WRITING B2

SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2

DIGITAL SKILLS

c / c++ / Web Development HTML 5 CSS JavaScript / Basic knowledge of the Bootstrap framework / LISP / Basics Of Python / SQLMYSQL / Microsoft Word / Microsoft Excel / Microsoft Powerpoint / Google Drive / UI Design (Figma) / Adobe Adobe Xd / Adobe Photoshop Illustrator / In Vision Studio / Angular

Personal characteristics

Self Motivated/Consistency/creativity/Self-confidence/Team-work oriented/Good listener and communicator

EDUCATION AND TRAINING

Bachelor of computer science and engineering

Faculty of Computer Science and Engineering [2014 - 2020]

Major Subjects: Structural programming, Object - oriented programming, Calculus, Probability and Statistics, Algorithms and Data Structures, Database Systems, Operating Systems, Artificial Intelligence, Software Engineering, Web Design, User Interfaces.

UX/UI Designer

Brainster [Oct 2020 - Jun 2021]

Major Subjects: Qualitative research, Quantitative research, User Interviews, Persona Development, Competitive Analysis and SWOT Analysis, Heuristic Analysis, Card Sorting, Information Architecture, User Flows, User Journey, Research Report, Wireframing, UI Design (Design Systems, Typography, Color Theory), UI Prototyping.

Internship

GDI Skopje [Jun 2018 - Jul 2018]

I was introduced to the ArcGIS software for mapping geographical information systems. There I worked on a school Project for mapping insurance companies on the territory of the city of Skopje, creating a database with their basic features and filtering them with the help of the necessary SQL queries according to different characteristics.

Power Soft Solutions [Jul 2020 - Aug 2020]

I was introduced to the Angular framework, the basics app-design concepts, tools and terminology. Also I gained experience with the typical development process trough building my own application from the ground up, following the tutorials and the instructions from the mentor.