

KONSTANTIN POPOVIĆ

JUNIOR FRONTEND DEVELOPER

CONTACT



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[LinkedIn](#)



[Github](#)

SKILLS

HTML, CSS, JS

GitHub and Docker

Angular and React

NodeJS and NestJS

Typescript

Non relational DBs

SQL(MySQL, PostgreSQL)

Presentational and communication skills

NextJS and ExpressJS

EDUCATION

2020 - Present

Bachelor Degree - Information systems and technologies
Faculty of Organizational sciences,
University of Belgrade

AWARDS

- **Quarter-Finalist**, World Universities Debating Championship 2024, Vietnam
- **7th Best speaker award**, World Universities Debating Championship 2024, Vietnam
- **Champion**, MiddleMan

PROFILE

An aspiring frontend developer in the final year of Information Systems and Technology at the Faculty of Organisational Sciences.

Passionate about creating intuitive and engaging user interfaces, I actively seek opportunities to refine my skills and contribute to innovative projects.

WORK EXPERIENCE

Basketball Coach

KK Flash, Belgrade

2020 - 2024

Served as both a main and assistant coach, teaching basketball fundamentals to children and young teens.

This role enhanced my leadership abilities, team collaboration skills, and communication proficiency.

Teaching Associate, Department for E-Business

Faculty of Organisational Sciences

Developed WordPress teaching materials to enhance student proficiency in web development. Represented the department at the Green Energies Hackathon by the French Institute and Fondation Tempus, showcasing our commitment to sustainable technologies.

Freelance web developer

Iskon, Belgrade

Dec 2022 - Feb 2023

Developed a responsive website for Iskon, a cargo transportation and logistics company, using HTML, CSS, and JavaScript. Managed direct client interactions to tailor the site to their operational needs. Visit [Iskon](#) to view the project.

Web Food Blog Project

Feb 2024 - April 2024

Designed and developed a dynamic React web food blog featuring an administration panel for recipe management. Integrated the site with a relational database using Supabase to ensure efficient data handling and scalability.

Pain Mapping and Tracking Application

May 2024 - July 2024

Developed a React application using Ionic Framework and Firebase for mapping and tracking pain, designed to support numerous users. The app features offline functionality and a profile system akin to those used by streaming platforms, enhancing user personalization and data management.

Rock Paper Scissors Multiplayer Game

Developed a multiplayer Rock Paper Scissors game using Express.js, enabling real-time interaction and gameplay between users across different devices.