Xhoana Koca

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PROFESSIONAL SUMMARY

Software developer with a background in Computer Systems looking to use my analytical and coding skills to advance in a growing company, preferably in Android development.

WORK EXPERIENCE

Virufy — Remote
Web Dev Team Lead — August 2020 - March 2021
- Building and maintaining virufy.org website, serving audiences from 10+ countries.
- Coding up Figma prototype designs from UI/UX team.
- Managing three developers from Stanford and CUNY.
- Working directly with executive stakeholders to manage data collection frontend.
- Received extra mile award from CEO for excellence in web development.

Aavia — Brooklyn, NY
Software Development Intern — January 2020 - May 2020
- Coded in Python to create internal analytic reports.
- Used Firebase and Google Codelabs.
- Managed the usability and flow of the app and designed icons, animations, and graphics.

EDUCATION

New York City College of Technology, CUNY — Brooklyn, NY
Bachelor of Technology in Computer Systems Technology — June 2020
- GPA 3.54/4.00, Magna Cum Laude
- Dean's List: Spring 2017, Fall 2018, Spring 2019, Fall 2019

Associate in Applied Science Degree with Honors — June 2019

SKILLS

Android studio, Java, Python, HTML/CSS, JSON, SQL, Git, UI/UX, Slack

PROJECTS

FlappyBird Game - Multiplatform game created using Unity.
Restaurant Website - Created a restaurant menu with three (3) linking pages using HTML and CSS.
Gym Membership - Gym website with a required membership form and form validation using HTML 5, JavaScript and CSS.
Text Adventure Game - Created using Quest.
Ninja Jump Game - Created using Unity and C#.