Alexandra **Barka**

SOFTWARE ENGINEER · FRONTEND ENGINEER

Amsterdam, Netherlands

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"Nothing change if nothing change"

Summary

Frontend Javascript Engineer with a working knowledge of UX & UI design principles. Enjoy creating simple and creative user interfaces using modern web technologies. I bring a creative problem-solving approach to complex design issues. Always excited to learn new skills.

Skills

Web/Media	HTML5, CSS3, JavaScript, ES6, SASS, REST API, Typescript, Jest
Front-end frameworks	React, Redux, Angular 4
Back-end / Databases	Express, GraphQL, SQL, MongoDB
Programming	Node.js, C, Java, LaTeX

Experience

Strangelove Marketing Agency *Amsterdam, Netherlands*

FRONTEND DEVELOPER *Feb. 2020 - Today*

- Development of an e-commerce web-shop that uses the state-of-the-art technologies, such as React, styled-components & Redux. Setup the unit testing tools (JEST, enzyme). Utilise an API to generate the web-shops' invoices with Node.js
- Build a fully automated tool for scan, monitor and report all types of cookie by utilising Node.js, pupeeteer and React.js
- Implement a tool to facilitate the employees of the company in the task of generating, storing and organising md5 passwords for clients and company's tooling using Electron and React.js

Freelancing *Amsterdam, Netherlands*

FRONTEND ENGINEER *Oct. 2019 - Today*

- Improve the User Interfaces of National Archives of Finland tools by providing high fidelity mockups and consultancy in their book-to-digital research.
- Implement pixel-perfect code by utilising HTML semantics & CSS features in Fuel Web Marketing agency in Florida, USA

Yabbu *Amsterdam, Netherlands*

FRONTEND DEVELOPER *Jul. 2019 - Jan. 2020*

- Develop a cross-platform application that acts as a remote meeting management tool by maintaining the old codebase in Angular.js and migrating the features in Vue.js
- Improve performance from the old UI by using the best practices in Vue.js and removing costly libraries
- Assist in the project management to maximise the effectiveness of the team by creating estimations & organising the kanban board in 2 weeks sprints.
- Aid in the CI/CD pipeline of the development team

UBITECH Ltd. *Athens, Greece*

FRONTEND ENGINEER *Jul. 2018 - Jul. 2019*

- Create the user experience and visual design for a cross-platform application that aids organisations (e.g., Smile of the child, Red cross) locate missing children. Presented in the European Commission, 2018
- Facilitate agile methodologies to co-develop an IoT web application that aggregates and exhibits streams of daily data using the latest Angular 4+ features
- Co-develop end to end solutions for Schengen Visa services as well as supporting services, including a Visa request web platform and the production of the legal forms for the responding services from the collected data. Create UX and visual design and implement the landing page design for the GVCW platform
- Assist in the user experience and visual design for MAESTRO, presented in DockerCon 2019
- Assist in the visualisation and development of Risk matrices and big data stream graphs for a unified framework for predictive e-maintenance
- Assist in the development of an Aviation-driven Data Value Chain web platform using Vue.js
- Utilise Java to transform and unify health records to hhr format to create a pool of big data health records

Human Computer Interaction Laboratory - ICS FORTH *Heraklion, Greece*

R & D Engineer & Frontend Engineer *Jul. 2015 - Jul. 2018*

- Participate in Student Design Competition in HCI International 2018, Las Vegas, NV, USA. Entry: UInify
- Design and develop an interactive application that composes web applications in real-time that aggregate the individual UIs existing in the intelligent environment by introducing new rich user interface compositions. Presented as part of my Msc. thesis, November 2018.
- Co-develop an augmented interactive table that includes serious games for children. Publicly displayed in Vikelaia Library, 2017. Beantable
- Design and co-develop a cross-platform mobile application that aims to guide the visitor through the Rethimni Monastery via an interactive map. Publicly available in Google Play. Museum Guide
- Co-develop an info kiosk that exhibits the Minoan Culture and different aspects of the life in that era. Publicly displayed in the archaeological museum of Crete, 2016. Info kiosk

Education

University of Crete *Heraklion, Crete*

M.Sc. in Information Systems and HCI *Mar. 2016 - Feb. 2018*

- Grade: 9.23/10
- Coursework included Introductory & advanced topics on HCI, Information Retrieval, Database Management Systems, Business Process Management Systems, Introduction to Information Security Systems and Knowledge Representation & Reasoning.
- Teaching Assistant in Introduction and Modern Topics on HCI (Spring 2018, Winter 2017 - Constantine Stephanidis) and Data Structures (2016-2017 - Panagiota Fatourou)
- Thesis Topic: UInify: A Designer Studio for creating UI Mashups for Ambient Intelligence Environments, presented November 2018, Crete under the supervision of Constantine Stephanidis.

University of Crete *Heraklion, Crete*

B.Sc. in Computer Science *Sep. 2011 - Feb. 2016*

- Grade: 8.19/10
- Coursework included HCI, Web programming, Data Structures, Compilers, Algorithms and Complexity and more.
- Volunteered as a TA in Computer Organisation and Introduction to C programming courses.
- Thesis Topic: Requirements analysis and development of a conceptual model of an information system for food traceability under the supervision of Irene Fundulaki and Dimitrios Plexousakis

Personal Projects

Corona Tracker *Amsterdam, Netherlands*

Personal project *Apr.2020*

- Develop an information web application utilising React.js, leaflet, styled-components to visualise the coronavirus statistics

Honors & Awards

2017 **ACM Scholarship**, Awarded with ACM Scholarship to attend WomEncourage conference *Barcelona, Spain*