

Alexandra Barka

SOFTWARE ENGINEER · FRONTEND ENGINEER

Amsterdam, Netherlands

☎ (+31) 644230449 | ✉ barka.alexandra2@gmail.com | 🏠 ale3oula.github.io | 📱 ale3oula | 🌐 Alexandra Barka

Summary

Frontend Javascript Engineer with a Computer Science background and 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 and I'm always keen on to learn new skills. I am looking for an opportunity to work with an innovative, successful company where I can advance both my developing and personal skills and have a positive impact in a broad audience.

Skills

Web/Media	HTML5, CSS3, JavaScript, ES6, SASS, REST API, Jest, Enzyme, CSS-in-JS
Front-end frameworks	React, Redux, Angular 4, Vue.js
Back-end / Databases	Express, GraphQL, SQL, MongoDB
General	Node.js, LaTeX, Github

Experience

Warnermedia

FRONTEND ENGINEER

Amsterdam, Netherlands

Jul. 2021 - Today

Messagebird

FRONTEND ENGINEER

Amsterdam, Netherlands

Aug. 2020 - Jul. 2021

- Collaborating in the onboarding and activation team as a React Frontend Engineer in an agile working environment, with balancing fast delivery and reliability
- Development of new onboarding signup flows to give the best experience to new users, decreasing the time for our users to connect to their customers from days to minutes
- Integrating the design system and web accessibility techniques for the users to have the best experience
- Be support engineer in rotation with the other team members to assist in solving clients problems

Strangelove Marketing Agency

FRONTEND DEVELOPER

Amsterdam, Netherlands

Feb. 2020 - Aug. 2020

- Development of e-commerce web-shops that uses state-of-the-art technologies. Setup an API mocking library to speed up the frontend development. Setup testing tools in the project and write unit and behavioural tests. Automate the generation of the invoices resulting on speeding up the checkout process.
- Build a full-stack, fully automated tool for scan, monitor and report all types of cookies, for not relying on 3rd party project and secure the report process.

Yabbu

FRONTEND DEVELOPER

Amsterdam, Netherlands

Jul. 2019 - Jan. 2020

- Develop a cross-platform application that acts as a remote meeting management tool which targets to minimise meetings.
- Improved system performance by 2x times by using the best practices, removing complicated and unnecessary code and removing costly libraries
- Involved in the project management to maximise the effectiveness of the team. Saved 10 man/hours per week by introducing 2-week sprints boards, creating estimations & organising the kanban board.
- Aid in the CI/CD pipeline of the development team

UBITECH Ltd.

FRONTEND ENGINEER

Athens, Greece

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 in a team of 5, an IoT web application that aggregates and exhibits streams of daily data by delivering fast results and high quality code.
- Co-develop end to end solutions for Schengen Visa services, including a Visa request web platform and the production of the legal forms for the responding services. Design and develop the landing page for the platform.
- Deliver a new UX and UI for MAESTRO for the presentation 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
- Co-develop the form system an Aviation-driven Data Value Chain web platform
- Transform and unify health records to hhr format to create a pool of big data health records.

- Participate in Student Design Competition in HCI International 2018, Las Vegas, NV, USA. Entry: Ulnify
- 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 COMPUTER ENGINEERING

Mar. 2016 - Feb. 2018

- Grade: 9.23/10, Major: Information Systems and HCI
- Teaching Assistant in Data Structures (2016-2017 - Panagiota Fatourou) and Modern Topics on HCI (2017-2018 - Constantine Stephanidis)
- Thesis Topic: Ulnify: 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
- Volunteered as a TA in Computer Organisation and Introduction to 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

Currency Exchange

Amsterdam, Netherlands

PERSONAL PROJECT

Apr.2020

- Develop a web application utilising React.js, Redux, styled-components to exchange between different currency pockets money