

Alexandra Barka

SOFTWARE ENGINEER

Amsterdam, Netherlands

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Summary

Creative and detail-oriented Frontend JavaScript Engineer with a strong foundation in Computer Science and a passion for building elegant, user-focused web experiences. I combine technical expertise with a solid understanding of UX/UI principles to craft intuitive, engaging interfaces using modern frameworks like React. Known for my proactive mindset and collaborative spirit, I thrive in dynamic environments where innovation meets user impact. I'm currently seeking opportunities to grow within forward-thinking teams, contribute to meaningful products, and continue evolving as both a developer and a creative problem-solver.

Skills

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

Experience

Mews	Amsterdam, Netherlands (Remote)
SOFTWARE ENGINEER	Aug. 2024 - Today
<ul style="list-style-type: none">Engineer robust, scalable solutions as part of the Accounting Team, focusing on financial ledgers and data integrity.Enhance the reliability and functionality of accounting features by developing new capabilities and improving existing workflows.Collaborate with cross-functional teams to streamline financial operations and deliver seamless user experiences in the hospitality industry.Tackle complex engineering challenges tied to financial data accuracy and system integration.	
Spotify	Amsterdam, Netherlands (Remote)
WEB ENGINEER 2	Sep. 2022 - Aug. 2024
<ul style="list-style-type: none">Led the development of internal products to empower marketing teams and drive subscriber growth through high-impact campaign tooling.Built and maintained a modern, scalable platform using React, Next.js, GraphQL, and TypeScript to meet evolving business needs.Spearheaded key projects aligned with company OKRs, ensuring timely delivery and measurable business impact.Mentored junior engineers and supported intern onboarding, fostering technical growth within the team.Optimized application performance and led technical migrations to modern frameworks and tools.Collaborated with cross-functional stakeholders to deliver tailored features that boost productivity and operational efficiency.	
Warnermedia	Amsterdam, Netherlands
FRONTEND ENGINEER	Jul. 2021 - Aug. 2022
<ul style="list-style-type: none">As a front-end engineer in HBO Max TV experience, my work revolves around helping users to enjoy the next generation of streaming apps and having a direct impact on the consumer experience of millions of users worldwideClosely collaborating with designers and accessibility engineers to adopt a user-centred and web accessible design systemImprove the performance of the HBO max tv application by 10% by exploring and simplifying technical solutions, utilising core JS concepts and evaluating technical tradeoffsWrite and review code, develop documentation, and debug problems, on complex systems	
Messagebird	Amsterdam, Netherlands
FRONTEND ENGINEER	Aug. 2020 - Jul. 2021
<ul style="list-style-type: none">Collaborating in the onboarding and activation team as a React Frontend Engineer in an agile working environment, with balancing fast delivery and reliabilityDevelopment 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 minutesIntegrating the design system and web accessibility techniques for the users to have the best experienceBe support engineer in rotation with the other team members to assist in solving clients problems	
Strangelove Marketing Agency	Amsterdam, Netherlands
FRONTEND DEVELOPER	Feb. 2020 - Aug. 2020
<ul style="list-style-type: none">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

Amsterdam, Netherlands

FRONTEND DEVELOPER

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.

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 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.

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: 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