

# GORJAN KUZMANOVSKI

## FULLSTACK DEVELOPER

### CONTACT



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[LinkedIn Profile](#)



Macedonia, Skopje 1000

### SKILLS

HTML5/SCSS/CSS

JavaScript/TypeScript

Angular/React

Next.JS

C#

.Net/.Net Core

Database MSSQL

DevOps Docker Kubernetes

Azure DevOps Scrum

Figma UX/UI

### LANGUAGES

Macedonian

English

Serbian

Bulgarian

### PROFILE

As a dedicated Software Engineering student and aspiring professional, I am currently immersed in the dynamic world of technology as a Junior Fullstack Developer. My journey in this field has equipped me with a diverse skill set and an unwavering enthusiasm for innovation utilizing the latest technologies. I have garnered hands-on experience in crafting reliable software systems. In addition to my technical skills, I am also a team player who values collaboration and communication. I enjoy working with others to solve complex problems and believe that the best solutions come from diverse perspectives. I am detail-oriented and take pride in producing high-quality work that meets project requirements and exceeds expectations.

### EDUCATION

#### Software Engineering 2020-2024

- **Faculty of Computer Science & Engineering**
- Relevant Coursework: Object-Oriented Programming, Data Structures and Algorithms, Web Development, Database Systems.

### EXPERIENCE

#### ITLabs JUN 2023 - Present

##### Junior Fullstack Developer

- Working as a junior Fullstack developer using React and Dotnet 7 as primary technologies, working with clients in the software management industry as well as internal projects within the company. Main tasks contain building FE and BE from the ground up, implementing machine learning models from the ML team, adding role-based access, management of mssql database, planning day to day tasks in Azure devops (Scrum), documenting development and proposing new features, presenting software features to mentors and clients.

#### Gamejam JAN 2023 - SEP 2023

- Leveraged C# programming skills in Unity to implement core gameplay mechanics, interactions, and features. Designed and implemented dynamic level generation, resulting in procedurally generated levels that kept players engaged and challenged. Contributed creative solutions to gameplay design discussions, resulting in innovative features that enhanced the overall player engagement. Demonstrated adaptability by quickly learning and integrating new tools and techniques to address unexpected technical hurdles during development.