Antonio Kongjonaj

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WORK EXPERIENCE

Thesis Worker
Center for Ubiquitous Computing - University of Oulu

01/2019 – 05/2019

Achievements/Tasks
- The topic of thesis was "Increasing the Credibility of Scientific Dissemination Using Crowdsourcing". This project was in continuance to my internship, with the main goal to address the question on how scientific articles could be made more credible before dissemination to the public. This work provided a tool for ultimately investigating how different content and elements in news dissemination towards web users influence their perception of the credibility of the information presented to them. The aim is to contribute in educating the people in today's media environment and for the development of media literacy education itself.

Intern
Center for Ubiquitous Computing - University of Oulu

06/2018 – 09/2018

Achievements/Tasks
- I worked as a full-time intern at the Center for Ubiquitous Computing, on a project appointed to me, Crowd-Augmented Articles, creating a platform where users could write or place their articles, highlight statements they needed references and via MTurk crowd-sourcing service of Amazon, delivering credible and reliable references to export along with the articles.

Computer programmer
Talent Garden Tirana

09/2016 – 08/2017   *Tirana, Albania*

Role
- Team leader on software approaches and necessities of our office and partners.

EDUCATION

International Master's in Computer Science and Engineering
University of Oulu

09/2018 – Present   *Oulu, Finland*

Orientation
- Ubiquitous Computing

Bachelor's in Software Engineering
Canadian Institute of Technology

09/2014 – 09/2017   *Tirana, Albania*

SKILLS

Python · JavaScript · C# · Java · Django

Teamwork · HTML · Interaction Design

RELEVANT PROJECT EXPERIENCE

Quantified Motivated Me (09/2018 – Present)
- An in-depth research-oriented project focused in the discovery of sleep, stress, emotional behavior patterns' change. We conducted a study to detected how the patterns of the above-mentioned elements changed periodically and affected each other at the same time. The data was gathered using a single android app while we created a web solution based on JavaScript to display the data collected and visualize the overlapping of the elements.

Coin Flip (02/2018 – 05/2018)
- A project part of Distributed Systems course. The idea of the project was the creation of piece of software that had to would use multiple devices to interact, as a result we created a simple game application written in Java language. The app was based on the principle of client-server architecture and the game represented the idea of tossing a coin and predicting the outcome of the flip.

ShakePaws, an android app to help foster pets (02/2018 – 05/2018)
- Building a prototype application to address the existing need for a platform where individuals who couldn't take care of their pets anymore could offer them for adoption.

Restful API for a Chess Community Site (02/2018 –05/2018)
- Implementing and testing of the RESTful API and the client for a chess exercise solving and sharing site as part of Programmable Web Project course.

STUDENT ACTIVITIES

Django Girls (11/2018)
- Being a mentor in the workshop, helping women to create their own web blog using Python and Django

Ubicomp International Summer School (06/2018)
- Workshop: Designing for the Margins (Extra-Urban Interactions)

Balkans International Entrepreneurship Summer School (06/2016)

LANGUAGES

Language	Level
Albanian	⬤ ⬤ ⬤ ⬤ ⬤
English	⬤ ⬤ ⬤ ⬤ ⬤
Italian	⬤ ⬤ ⬤ ⬤ ⬤
French	⬤ ⬤ ○ ○ ○
Chinese	⬤ ○ ○ ○ ○