



### Antonio Kongjonaj

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Career Objective: An entry-level software development position where I will be able to utilize the theoretical and academic knowledge I gained in practical applications and work as part of dynamic team that collaborates to achieve a common task.

#### **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

#### **WORK EXPERIENCE**

#### 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

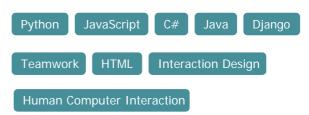
09/2016 – 08/2017

Tirana, Albania

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

#### Role

### SKILLS



#### 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

#### Diango 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**

Albanian				
English				
Italian				
French		0	0	0
Chinese	0	0	0	0