



Antonio Kongjonaj

kongjonaj@gmail.com

+358 41 7235293

Yliopistokatu 18 A 304, Oulu, Finland

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

Role

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

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)

SKILLS

Python

JavaScript

C#

Java

Django

Teamwork

HTML

Interaction Design

Human Computer Interaction

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 detect 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 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.

LANGUAGES

Albanian



English



Italian



French



Chinese

