PERSONAL INFORMATION

👤 Arsen Tabaku

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PROFESSIONAL SUMMARY

Senior Frontend Engineer and Frontend Lead with a strong track record of delivering modern, user-centric web applications. At ada GmbH, I lead frontend development of our main product and actively mentor team members to foster engineering excellence. I thrive in dynamic, fast-paced environments, embrace emerging technologies, and deliver scalable, maintainable software built on solid engineering principles. Analytical thinking and a pragmatic mindset drive both my technical and leadership decisions.

EDUCATION

15/10/2018 – 30/09/2020
Master degree in Media Computer Science
Saarland University - Saarbrücken (Germany)

22/10/2015 – 19/07/2018
Bachelor degree in Information and Communication Technology (ICT)
University of Tirana - Tirana (Albania)

WORK EXPERIENCE

01/12/2023 – Present
(Full-time)

Frontend Lead at ada GmbH – Düsseldorf (Germany)
- Leading frontend delivery for key products with high code quality.
- Promoting best practices and consistency across the frontend team.
- Mentoring frontend engineers through guidance and support.
- Coordinating with cross-functional teams to align on product goals.

01/10/2020 – 30/11/2023
(Full-time)

Frontend Engineer at VRdirect GmbH – Munich (Germany)
- Engineered modern apps with responsive UI and clean architecture.
- Improved frontend quality through unit and e2e test coverage.
- Supported the evolution of reusable components and UI architecture.

01/11/2021 – 15/11/2022
(Part-time)

QA Engineer at Curb Hero RE Management – Los Angeles (California, USA)
- Planned, created and managed the overall quality planning strategy.
- Developed comprehensive and detailed e2e/unit test suites.
- Automated execution and generation of easy-to-understand reports.

01/01/2020 – 30/09/2020
(Full-time)

Master Thesis at Cluster of Excellence, HCI lab – Saarbrücken (Germany)
- Designed and implemented physics-based metaphors using users' existing knowledge for more intuitive and natural interactions in VR.
- Conducted a user study to validate the raised hypotheses.

01/03/2020 – 30/09/2020
(Part-time)

Software Developer at ZeMA - Saarbrücken (Germany)
- Developed a VR application to (dis)assemble complex 3D models where employees can practice before using them in the real world.

09/09/2019 – 07/02/2020	**Software Developer at DHfPG – Saarbrücken (Germany)**
(Internship)	• Developed a VR tool for fitness trainer education, simulating 3D gym environments where users identify and assist virtual customers.
01/07/2018 – 15/06/2019	**Coding Mentor at Tirana IT Education – Tirana (Albania)**
(Part-time)	• Served as instructor of IT basics and Web-dev courses.

BEST PROJECTS

09/2019 – 02/2020	Designed and developed an immersive VR coaching tool for fitness instructor training, simulating lifelike 3D gym environments where users can explore, identify clients requiring assistance, and engage with interactive in-VR scenarios and assessments.
05/2019 – 08/2019	Developed a Smart Mirror with *HKBSaar* and *DFKI*, using facial recognition and real-time augmentation to simulate hairstyles, colors, beards, and glasses.
02/2019 – 06/2019	Collaborated on a university project in partnership with *Scheer GmbH*, enabling remote control of a robotic arm through commands issued from a VR environment.
10/2018 – 02/2019	Developed a virtual reality boxing game featuring a custom-designed 3D character, with a strong emphasis on delivering an intuitive and immersive user experience.

TECHNICAL SKILLS

- **Coding:** Angular, Javascript, Typescript, RxJS, NextJs, NestJs, NativeScript, Ionic, Electron, NX
- **CSS Frameworks:** Angular Material, Tailwind CSS, PrimeNg, Bootstrap
- **QA Testing:** Cypress, Appium, Cucumber, Jest, Karma, Mocha, JUnit, Browserstack
- **API & Backend Integration:** REST APIs, GraphQL, Swagger, Insomnia, Postman, MongoDB, PostgreSQL
- **Development & Collaboration Tools:** VSCode, Jira, Asana, Confluence, SourceTree, Git, Trello
- **Authentication & Security:** OAuth 2.0, JWT, OpenID Connect, Auth0, Azure Active Directory
- **Programming Paradigms & Patterns:** Functional, Reactive, Imperative, OOP
- **Software Engineering Principles:** Clean Code, SOLID, YAGNI, KISS, DRY, SLAP
- **Engineering & Process Methodologies:** SDLC, Agile, Scrum, Waterfall
- **Documentation:** Draw.io, UML, Zeplin, Markdown, Latex, Prezi
- **UI/UX & Design Tools:** Figma, Zeplin, Canva, Storybook
- **DevOps:** CI/CD, Azure DevOps, Docker, Yaml, Bash

LINGUISTIC PROFICIENCY

	Listening	Reading	Speaking	Writing
Albanian	Native	Native	Native	Native
English	C1	C1	C1	C1
German	B1	B1	B1	B1
Italian	B1	B1	A2	A2

SOFT SKILLS

Communication	Quick learning	Hard working	Problem solving	Critical thinking	Work ethic