PERSONAL INFORMATION

Arsen Tabaku

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https://arsentabaku.github.io/

PROFESSIONAL SUMMARY

Senior Frontend Engineer with a strong track record of leading high-impact initiatives and delivering innovative, user-centric solutions. At ada GmbH, I contribute as Head of Frontend Engineering, shaping strategy and driving key projects. I thrive in fast-paced environments and quickly adapt to new technologies. Grounded in solid engineering principles, I build high-quality, scalable software that solves real-world problems. Strong analytical thinking and a pragmatic mindset guide 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)

Head of Front-end Engineering at ada GmbH – Düsseldorf (Germany)
- Architecting front-end innovation and standardizing best practices.
- Engineering solutions that are both scalable and maintainable.
- Mentoring and leading a talented front-end engineering team.
- Coordinating with cross-functional teams to better align and deliver.

01/10/2020 – 30/11/2023
(Full-time)

Full-stack Software Engineer at VRdirect GmbH – Munich (Germany)
- Engineered solutions for web, mobile, and desktop software.
- Improved software quality through unit testing and e2e test coverage.
- Supported the improvement of software 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
- **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
Spanish	B1	A2	A2	A2

SOFT SKILLS

Communication	Quick learning	Hard working	Problem solving	Critical thinking	Work ethic