Dimitar Najdovski

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EDUCATION

BSc Computer Science and Communication Engineering
Faculty of Information and Communication Technologies   **Oct 2023 – Present (Expected 2027)**

PROFESSIONAL WORK EXPERIENCE

Software Engineer Intern | [Cythero](#)   *Jul 2023 – Oct 2024*
- Built core systems for a [VR Sandblasting training simulator](#), including **systems for rust removal**, **grading logic to assess trainee accuracy**, and **interactive 3D models** and **developed training lessons** aligned with industry standards**.**
- Utilized **Unity DOTS** and **compute shaders** to achieve high-performance VR simulations.

PROJECTS

Anti-Violence Android App | University & [Rotary](#) Project | Ongoing
- Developing the Android app using **Jetpack Compose** and **Kotlin**, following **MVVM architecture**.
- Collaborating with iOS/Web teams to ensure **feature parity** and **data consistency** across platforms.
- **Designing and implementing** the backend with **Firebase Firestore (NoSQL)** enabling real-time incident reporting and alerts.

Open-Source Contributor | [Mihon (11.9k)](#) | [Commits](#)
- **Enhanced** UI/UX with addition of features such as **[swipe gestures](#)** and **["Play Button"](#)** for easier next-chapter navigation.
- **Collaborated** with maintainers to refine PRs, ensuring adherence to **Material Design guidelines** and with project standards.
- **Tools:** Android Studio, Jetpack Compose, Github, Kotlin**.**

Bugtracker (Full-Stack) | Personal Project | [Backend](#) | [Frontend](#)
- Built a **microservices backend** with **Spring Boot**, using **JWT tokens** for cross-service auth and **Spring Security** for RBAC.
- Designed a **MySQL schema** to store app data and RBAC permissions.
- Containerized services using **Docker** for cloud deployment.
- Developed with **Jetpack Compose** and **MVVM**, integrating REST APIs via **Retrofit.**
- Followed **Material Design 3** guidelines for accessibility and consistency.

SKILLS

Backend: Spring Framework, MySQL, Firebase, Docker, Postman.
Game Development: Unity, HLSL/ShaderLab, Burst Compiler, Blender.
Frontend:
- **Android:** Jetpack Compose, MVVM, Kotlin.
- **Web Development:** React, Redux, Vite, TypeScript.