VLADIMIR KARIĆ

WEB DEVELOPER | https://devlak2001.github.io/portfolio/

SUMMARY

Highly motivated and skilled web developer with a passion for creating engaging and interactive user experiences. Fourth-year student at the Faculty of Technical Sciences, Department of IT, with hands-on experience in various programming languages and software tools.

Strong self-learner with a track record of successful freelance projects. Excited to contribute technical expertise to innovative projects and collaborate in a team-oriented environment.

SKILLS

- Programming Languages: C, C++, C#, Python, JavaScript, TypeScript
- Front-End Development: React, HTML, CSS (SCSS), Three.js
- Tools and Software: Photoshop, Illustrator, Affinity Photo, Affinity Designer, Blender, Meta Spark Studio
- Version Control: Git, Github
- Web APIs: DOM, Fetch, Geolocation, Device Orientation, LocalStorage, SessionStorage, Share...
- QA and Testing: Experience with the QA process and browser/device compatibility testing

EXPERIENCE

FREELANCE FRONT-END DEVELOPER • UPWORK • FEBRUARY 2021 – MARCH 2022

- Collaborated with a diverse range of clients to develop front-end solutions for websites and web applications.
- Translated Figma and Photoshop designs into functional websites, delivering high-quality products that met client requirements.
- Created prototypes and coded email signatures to enhance client branding and user engagement.
- Developed automation scripts to streamline repetitive tasks, increasing overall productivity.

FRONT-END DEVELOPER • FRONT-END DEVELOPER • MARCH 2022 – PRESENT

- Collaborated with a team to develop UI for Web Augmented Reality applications with a focus on user experience (UX).
- Utilized React (with TypeScript) to implement front-end functionalities, resulting in engaging and interactive web AR applications for high-profile clients like Microsoft, Intel, Red Bull, and others.
- Worked closely with a graphic designer to ensure the code matched the design to perfection, maintaining a seamless user interface.
- Conducted QA and testing at different stages of development to ensure high-quality deliverables.

- Employed SCSS and extraordinary animations to create visually stunning and immersive AR applications.
- Handled asset optimization and browser/device compatibility testing to make sure every user has the best experience.

EDUCATION

HIGH SCHOOL DIPLOMA • JUNE 2020 • HIGH SCHOOL "SVETI SAVA", POŽEGA, SERBIA • IT FIELD OF STUDY

BACHELOR'S DEGREE • EXPECTED SEPTEMBER 2024 • FACULTY OF TECHNICAL SCIENCES, UNIVERSITY OF KRAGUJEVAC, ČAČAK, SERBIA

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