

# Eris Ismajli

I'm a developer with 3+ years of experience with a focus on creating clean, user-friendly interfaces and meaningful digital experiences. In my free time I enjoy building, breaking, fixing and refining software.

Portfolio Website: [My Portfolio | Eris Ismajli](#)

## EDUCATION

### Future Minds Academy, Gjilan — *HTML, CSS, JS, React JS*

2024 - 2025

Completed hands-on training in front-end web development, focusing on building responsive web applications using HTML, CSS, JavaScript, and React JS.

### Vocational High School "Mehmet Isai", Gjilan

September 2023 - present

Field of Study: ICT Systems (Information and Communication Technology Systems)

## PROJECTS

### Training Management System — Full-stack Web App

A full-stack app for delivering and tracking training with a smooth, role-specific experience for admins, trainers and students.

Tools used: React JS, Tailwind, PHP Laravel, SQLite

### My Portfolio — Front-end Web App

A portfolio website I built to display my skills and experience in programming.

Tools used: React JS, CSS

### Prop Hunt — Roblox Game

A game I built in the course of 3+ years through 50,000+ lines of code written in Lua.

Tools used: Roblox Studio, Lua

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## SKILLS

- React JS
- HTML
- CSS
- Tailwind
- JavaScript
- C#
- Lua
- Unity
- Roblox Studio
- Complex problem solving
- Critical thinking
- Debugging
- Communication
- Clean Coding
- Attention to detail
- Continuous learning
- Teamwork
- Adaptability and quick learning.

## LANGUAGES

Albanian - Native

English - Fluent

## **Kitchen Chaos — Unity Game**

This was my first project I made in Unity. During this time, I followed a ~10 hour tutorial where i learned everything about Unity and C#.

Tools used: Unity, C#

## **Shopping Website — Frontend Web App**

A simple shopping site built with pure HTML, CSS, and JavaScript with core e-commerce features built from scratch.

Tools used: HTML, CSS, JavaScript

## **Simple Dashboard — Frontend Web App**

A simple HTML, CSS, and JavaScript project that lets users personalize Their page by changing colors, images, and editing or removing cards for a tailored experience.

Tools used: HTML, CSS, JavaScript

## **Who Killed Martha — Unity Horror Game**

This is a project I'm actively working on. It's a psychological horror game Being made in Unity through C#. I'm looking forward to releasing this one on Steam.

Tools used: Unity, C#