

# FRENKI QOSE

## JUNIOR WEB DEVELOPER



### CONTACT

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- GitHub
- LinkedIn

### SKILLS

- Full-Stack Web Development
- Front-End Development
- Back-End Development
- Game Development
- Real-Time Application Programming
- Version Control
- UI/UX & Interactive Media
- Problem-Solving & Debugging
- Collaboration & Peer Feedback
- Continuous Learning & Self-Driven Projects

### LANGUAGES

- Albanian (native)
- English (fluent)

### PROFILE

Enthusiastic Computer Science student with practical experience developing games and interactive websites. Passionate about software development and eager to contribute to innovative projects while expanding technical and professional expertise.

### WORK EXPERIENCE

- |   |         |
|---|---------|
| <b>42 Tirana - Coding School</b>  | 1 MONTH |
| Student Evaluator Volunteer   |         |
| • Evaluated student coding projects for correctness and quality   |         |
| • Gave clear feedback to support learning and improvement   |         |
| <b>Dev.al</b>   | 1 MONTH |
| Front-end Developer Intern  |         |
| • Mastered crucial web technologies including HTML, CSS, and JavaScript to develop responsive applications and translate UI/UX designs into pixel-perfect interfaces integrating APIs |         |

### EDUCATION

- |  |             |
|--|-------------|
| <b>Bachelor of Computer Science</b>            | 2022 - 2026 |
| Faculty of Natural Science   Tirana University |             |
| <b>Common Core Curriculum, 42</b>              | 2025 - 2027 |
| 42 Tirana Coding School                        |             |

### HACKATHONS & AWARDS

- |  |      |
|--|------|
| <b>2<sup>nd</sup> Place Winner of "Codex" Hackathon</b>  | 2025 |
| Hackathon Organized by Tirana Bank   |      |
| I primarily supported my team by focusing on front-end development.  |      |
| <b>1<sup>st</sup> Place Winner of Mini-Hackathon</b>   | 2025 |
| Mini-Hackathon organized by Plug and Play, where my team and I won by building a working prototype of a social media AI content generator and post-automator |      |
| <b>2<sup>nd</sup> Place Winner of Local "NASA Space App Challenge" Hackathon</b>   | 2025 |
| Our team received the title of "Best Use of Technology" for creating a farming card game that utilizes actual data from NASA.                                |      |



# FRENKI QOSE

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## TECHNICAL SKILLS & TECHNOLOGIES

- C / C++
- Java
- JavaScript
- PHP
- HTML
- CSS / SCSS
- Angular
- Node.js
- Socket.io
- MySQL
- Google OAuth 2.0
- Stripe API
- Git/GitHub
- Linux

## SOFT SKILLS

- Communication
- Teamwork
- Problem-Solving
- Critical Thinking
- Time Management
- Adaptability
- Leadership
- Creativity
- Attention to Detail
- Self-Motivation



## HACKATHONS & AWARDS

### The Overachiver

2025

Awarded for consistently exceeding expectations in projects and showing dedication to learning and collaboration within the 42 Tirana peer-learning environment.



## PERSONAL PROJECTS

### "Imperium" e-commerce

2025

- Single Page Application with custom client-side routing
- Fully responsive design for all screen sizes
- Google OAuth login integration
- Stripe payment processing
- Dynamic product filtering
- Shopping cart and saved items system
- Order history
- Built using vanilla technologies (HTML, CSS, JavaScript, PHP)

### "Lumina" - movie discovery web app

2025

- Developed reusable Angular components for movie listings, trailers, and episodes
- Implemented dynamic content fetching, filtering, and interactive UI
- Designed a responsive interface for multiple screen sizes
- Leveraged Angular, TypeScript, HTML, CSS, and RESTful API integration

### Online Multiplayer Game

2025

- Developed a multiplayer 2D tank game using JavaScript and HTML Canvas
- Implemented real-time gameplay with Socket.io for multiplayer interactions
- Built game logic, collision detection, and interactive UI from scratch
- Designed responsive and interactive canvas-based game environment