

Flori Vula

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Full-Stack Developer – IoT & Cloud Systems

Full-Stack Developer specialized in building scalable IoT platforms, with hands-on experience in developing cloud-integrated dashboards, REST/gRPC APIs, and real-time sensor data pipelines. Skilled in React (TypeScript), Node.js, PostgreSQL, and Docker. Proven ability to lead both frontend and backend development, with a focus on performance, reliability, and clean architecture. Passionate about solving real-world problems with elegant, full-stack solutions.

WORK EXPERIENCE

FourByte Full-Stack Developer – IoT & Cloud Systems	12/2024 – Present Prishtinë, Kosovo
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- Built and maintained a smart water metering platform using React (TypeScript) and Node.js (Express)
- Designed scalable PostgreSQL schemas for tenants, users, devices, and sensors
- Integrated JWT authentication and role-based access control
- Developed REST and gRPC APIs to support frontend interactions and external integrations
- Containerized backend with Docker for cloud deployment
- Created real-time dashboards for sensor monitoring and device management
- Collaborated with cross-functional teams and documented system architecture

DzO Media GmbH Video Editor / Designer	08/2024 – 03/2025 Remote, Germany
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- Produced marketing videos and social media visuals for digital campaigns
- Designed posters and ads tailored for search arbitrage strategies
- Edited photo and video assets using Adobe Suite

FourByte Full-Stack Development Intern (IoT Platform)	10/2024 – 11/2024 Prishtinë, Kosovo
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- Contributed to backend APIs and frontend dashboard for smart water monitoring
- Participated in full software lifecycle under mentorship and earned promotion to full-time role

LWP-Energie GmbH Full-Stack Developer & Graphic Designer	03/2024 – 08/2024 Stuttgart, Germany
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- Developed and maintained web applications (frontend + backend)
- Designed logos, UI components, and promotional materials
- Improved UX by creating brand-consistent digital assets and layouts

Dukagjini Publishing House Graphic Designer	02/2022 – 04/2022 Prishtinë, Kosovo
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- Edited, reviewed and corrected children's educational books

EDUCATION

Bachelor's in Computer Science and Engineering University for Business and Technology (UBT)

Prishtinë, Kosovo • 10/2021 – 03/2025

PROJECTS

Cosmic Clash – Space Game (Unity)

11/2023 – 02/2024

Developed a browser-based, space-themed physics game inspired by Angry Birds using Unity. Implemented level design, character behavior, physics interactions, and UI flow. Included five playable levels, custom assets, and difficulty scaling. Showcased creative problem-solving, animation integration, and full-cycle delivery from concept to playable build.

Technologies Used:

Unity, C#, Photoshop, Game Design, WebGL

Link:

<https://florivula.github.io/CosmicClash/>

IntegrohuKS – Job Platform for Youth in Kosovo

03/2023 – 04/2023

Built a responsive web platform aimed at connecting young jobseekers in Kosovo with employers. Designed a clean UI for easy navigation and implemented job listing and application features. Prioritized UX, accessibility, and mobile responsiveness to support broad accessibility.

Technologies Used:

React, CSS, JavaScript, HTML5, Firebase (optional if used), UI/UX Design

Link:

<https://www.youtube.com/watch?v=Zcps-uDkknQ>

SKILLS

Languages: TypeScript, JavaScript, C#, Java, Kotlin, SQL

Frontend: React, Shadcn, Tailwind CSS, HTML5, CSS3

Backend: Node.js, Express.js, ASP.NET Core, gRPC

Databases: PostgreSQL, Prisma ORM, MS SQL Server, PostGIS

DevOps & Deployment: Docker, Docker Compose, GCP, CI/CD

Tools & Platforms: Git, GitHub, ChirpStack

Architecture & Patterns: REST APIs, JWT Auth, Role-Based Access Control, Data Modeling

Other / Soft Skills: Agile/Scrum, Team Collaboration, Documentation