



Flori Vula

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WORK EXPERIENCE

Video Editor / Designer

DzO Media GmbH [23/08/2024 – Current]

Country: Germany

- Develop and edit video content for various digital marketing campaigns, focusing on engaging and high-quality visuals.
- Design promotional posters and graphics to enhance brand presence across multiple platforms.
- Utilize advanced video and photo editing software to meet creative briefs and project deadlines.
- Collaborate with the team to optimize content for search arbitrage strategies, ensuring alignment with the company's marketing goals.

Full-stack Developer and Graphic Designer

LWP-Energie GmbH [11/03/2024 – 11/08/2024]

City: Stuttgart | **Country:** Germany

At LWP-Energie GmbH, I held a dual role as a **Full-Stack Developer and Graphic Designer**. My responsibilities encompassed both technical and creative aspects, contributing to the company's online presence and user experience.

As a Full-Stack Developer, I designed and implemented end-to-end web solutions to enhance our digital infrastructure. This includes developing and maintaining both the front-end and back-end of our web applications. My work involved:

- Designing and coding user-friendly interfaces.
- Ensuring seamless data flow between the front-end and back-end.
- Implementing security measures and optimizing application performance.

In my role as a Graphic Designer, I created visually appealing and brand-consistent graphics for our marketing materials, website, and social media platforms. My tasks include:

- Designing logos, banners, and promotional content.
- Crafting UI/UX designs to improve user interaction with our digital products.
- Collaborating with the marketing team to develop engaging visual campaigns that drive customer engagement.

My role at LWP-Energie GmbH allowed me to leverage my skills in both software development and graphic design to contribute to the company's growth and enhance our customer experience.

Graphic designer

Dukagjini Publishing House [10/02/2022 – 10/04/2022]

City: Prishtinë | **Country:** Kosovo

In my role at Dukagjini Publishing House as a Graphic Designer and Editor, I was tasked with a range of critical activities and responsibilities that were instrumental in the production of children's school books. These included:

- **Editorial Oversight:** I meticulously reviewed and edited the content of children's school books to ensure accuracy, coherence, and adherence to educational standards. Error

- **Identification and Correction:** I worked closely with the proofreading team to identify and rectify errors, including grammatical, spelling, and typographical issues, as well as content-related discrepancies. This process aimed to deliver error-free and high-quality educational materials.
- **Quality Assurance:** I played a pivotal role in ensuring the highest possible quality of educational materials, with a particular focus on the needs of young learners. This included scrutinizing layout, graphics, and text to create engaging and effective learning resources.
- **Design Collaboration:** Collaborating closely with the design team, I contributed to the creation of visually appealing and engaging layouts that complemented the educational content, fostering a positive learning experience for children.
- **Deadline Adherence:** I managed my tasks efficiently to meet project deadlines, ensuring the timely delivery of school books to support educational institutions and young learners.
- **Feedback Integration:** I incorporated feedback from various stakeholders, such as educators, subject matter experts, and content creators, to improve the overall quality and educational effectiveness of the books.
- **Cross-functional Communication:** Facilitating effective communication between different departments, including writers, illustrators, and production teams, to streamline the book production process and maintain a cohesive vision.

In this multifaceted role, I was committed to fostering the creation of educational materials that empower young learners with accurate and engaging content, ultimately contributing to their educational development.

EDUCATION AND TRAINING

Bachelor in Computer Science - UBT

University for Business and Technology [01/10/2021 – Current]

City: Prishtinë | Country: Kosovo | Website: <https://www.ubt-uni.net/sq/ballina/>

Android Developer

Google [2020 – 2021]

City: Gjakovë | Country: Kosovo | Website: <https://developer.android.com/courses/android-basics-kotlin/course>

High School

Hajdar Dushi [01/09/2018 – 10/06/2021]

City: Gjakovë | Country: Kosovo | Website: <https://www.facebook.com/hajdardushi2013/>

LANGUAGE SKILLS

Mother tongue(s): Albanian

Other language(s):

English

LISTENING C2 READING C2 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Programming

React Frame Work / Asp.Net Core (Entity Framework and MS SQL) / Experience with PHP, SQL, HTML, CSS, JavaScript / Programming Languages: Java, C, Kotlin, C#, C++,LINQ / Knowledge of saas,Git/Github,scrum

Graphic Design

Adobe Photoshop (Expert) / Excellent knowledge of adobe illustrator

PROJECTS

[03/2023 – Current]

EasyOrder is a user-friendly point-of-sale web application designed exclusively for restaurants and cafes.

EasyOrder employs **React** for its user interface and leverages .NET, specifically **ASP.NET Core**, as its robust backend framework. This cohesive integration ensures a seamless and efficient system for restaurants and cafes, optimizing order management and enhancing customer experience.

With its intuitive user interface and seamless integration with other software, EasyOrder makes it easy for businesses of all sizes to streamline their operations and boost their efficiency.

Whether you're running a small coffee shop or a large retail store, EasyOrder is the perfect solution for all your point of sale needs.

Link: <https://github.com/florivula/EasyOrder-POS>

[03/2024 – Current]

FAELA is a comprehensive social media platform designed to blend traditional social networking features with advanced functionalities to enhance user experience and engagement. FAELA aims to provide users with a seamless communication experience, facilitating effortless content sharing and community interaction. The goal is to foster a vibrant online community, promote active user engagement, and establish a thriving digital ecosystem. By improving user satisfaction and retention, FAELA seeks to create a platform where users can connect, share, and communicate effectively.

[11/2023 – 02/2024]

Cosmic Clash is a space-themed browser game developed using Unity. Inspired by the beloved Angry Birds series, Cosmic Clash offers a unique and immersive gaming experience.

Game Highlights:

- Five Levels, Unique Characters and Stunning Graphics

User Interface Features:

- Level Selection, Quick Play and Quit Options

Cosmic Clash combines my passion for game design and development, showcasing my skills in creating interactive and visually appealing games.

Feel free to check out the game:

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

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[03/2023 – 04/2023]

IntegrohuKS is a user-friendly webpage that is focused on hiring young people in Kosovo. The platform was designed with the user-experience in mind, making it easy for job seekers and employers to navigate and connect with each other. IntegrohuKS aims to provide a centralized hub for job postings and applications, with a focus on helping young people kickstart their careers.

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

ABOUT ME

About me

Motivated and driven programmer with a passion for finding elegant solutions to complex problems. I have a proven track record of delivering successful projects and consistently meeting deadlines, while also being able to effectively collaborate with cross-functional teams. I am always looking to expand my skills and knowledge, and I am excited to take on new challenges in the industry.