Bremen
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Idriz Pelaj

Personal Website
GitHub: idrizp
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EDUCATION

Bachelor of Electrical And Computer Engineering   **Sept 2022 - Sept 2025**
Jacobs University Bremen

WORK EXPERIENCE

Software Developer   **Jan 2017 - Nov 2019**
Patrone Network LLC   *United States*

- Wrote Java code to facilitate cross-server communication for 300 concurrent players.
- Optimized data storage by indexing data properly.

Software Developer   **May 2020 - Jan 2022**
LemonGaming LTD   *United Kingdom*

- Wrote internal and external APIs using Java and Spring Boot to handle cross-server communication, data storage, and error handling.
- Optimized SQL database to handle playtime counting of over 200,000 monthly players in a more efficient manner.
- Wrote internal tool for managing company staff.

Software Developer   **Jan 2022 - Dec 2022**
Telara Studios   *Canada*

- Wrote networking code in Java to handle load-balancing between multiple instances of our internal APIs.
- Wrote libraries for more efficient game-play development.

PROJECT

Bot Or Not   **Jan 2023**
Personal Project

- Using OpenAI's API, SvelteKit, Socket.IO and Node.js wrote a game that has you tell a robot apart from a human by intuition.

Kosvid API   **Nov 2021**
Personal Project

- Written with TypeScript, serves recent COVID data for Kosovo with an easy-to-use API

Commando   **May 2021**
Personal Project

- Written with Java, a cross-platform command library that parses command arguments into easy to use Java objects.

SKILLS

Programming	Python, Java, C, ,C++, Git, C, TypeScript/JavaScript
Tools	Next.JS, SvelteKit, Spring Boot, Tailwind
Communication	Albanian (native), English(business)
Other	GitHub, BitBucket