Sebastijan Zindl

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EDUCATION

Faculty of Computer Science & Engineering, *Bachelor of Science in Software Engineering and Information Technolgies* GPA: 3.0   25.09.2024 | Current
Skopje, North Macedonia

- Enhanced skills in Software Engineering and Information Technologies through a Bachelor of Science program, specializing in software development, database management, and cybersecurity protocols.

SUGS Orce Nikolov, *High School*
Skopje, North Macedonia

Work Experience

Piksel, *Software Engineer*   06/2021 | 05/2023
Skopje, North Macedonia

- Led a team of three in developing two cross-platform mobile applications using React Native.
- Conducted meetings with stakeholders, including managers and clients, to gather and refine project requirements.
- Contributed to internal projects with a focus on scalable architecture and optimized workflows.
- Maintained high code quality by writing clean, well-documented code with comprehensive unit and integration tests.
- Facilitated Agile sprint planning to ensure efficient project progress and alignment with business goals.
- Proficient in MVC architectural patterns, with hands-on experience using the Laravel framework.
- Experienced with Expo and React Native for mobile app development.
- Knowledgeable in build and deployment tools such as Webpack, Vite, and Docker.
- Experienced in building full-stack applications using the T3 Stack.

Piksel, *Software Engineering Intern*   05/2021 | 06/2021
Skopje, North Macedonia

- Designed and implemented custom WordPress sites for Piksel's clients using Bootstrap, SCSS, and Advanced Custom Fields, resulting in visually stunning and highly functional websites.
- Implemented custom WordPress plugins and themes to optimize website performance and user experience for Piksel's clients, resulting in increased user engagement and satisfaction.
- Collaborated with cross-functional teams in Agile software environments, utilizing tools like Jira and Asana to track project progress and improve workflow efficiency during software development projects at Piksel.

PROJECTS

Industrial Inspection Services, *Nuxt, Typescript, Tailwind, Sanity*
Crafted IIS's digital presence by creating a dynamic website with a bespoke CMS powered by Sanity. Implemented cutting-edge technologies such as Nuxt 3 and Tailwind CSS, ensuring seamless performance on Vercel's hosting platform.
https://iis.com.mk

Galore Services, *Go - Gin, Python - FastAPI, Microservices, Docker*
Galore Services, a high-performance microservices architecture utilizing Go with Gin and Python with FastAPI, orchestrated with Docker for scalable and efficient mobile application services.
https://github.com/m1thrandir225/galore-services

Galore - Android, *Kotlin, Jetpack Compose, MVVM, Hilt & Dagger, Coil, Use Case Architecture*
Crafted Galore - Android, an innovative mobile application leveraging Kotlin, Jetpack Compose, MVVM architecture, Hilt & Dagger for dependency injection, Coil for image loading, and Use Case Architecture for streamlined and scalable development.
https://github.com/m1thrandir225/galore-android

Galore - iOS (Work In Progress), *Swift, SwiftUI, Core Data*
Crafting the iOS rendition of Galore app, leveraging Swift, SwiftUI, and Core Data.
https://github.com/m1thrandir225/galore-ios

SmiteURL, *Swift, Vapor, Docker, Tailwind, Redis, PostgreSQL*
Crafted SmiteURL, an efficient URL shortener implemented with Swift, Vapor, Docker, TailwindCSS, Redis, and PostgreSQL, optimizing link management and user experience.
https://github.com/m1thrandir225/Smite-URL

Base58 - Swift, *Swift, SwiftPM*
My implementation of the Base58 spec using Swift.
https://github.com/m1thrandir225/base58-swift

Loits (Work In Progress), *Go, Gin, Templ, TailwindCSS, HTMX*
Crafted Loits, a spells and spellbook manager implemented in Go, leveraging Templ and HTMX to create a seamless and interactive user experience.
https://github.com/m1thrandir225/loits

Open Space, *Next.js, Supabase, TailwindCSS, Netlify.*
Crafted Open Space, an innovative marketplace designed for the NASA Space Apps Challenge, enabling open science project creators and contributors to connect seamlessly. Leveraged Next.js, Supabase, TailwindCSS, and Netlify to ensure a user-friendly experience and efficient communication.
https://github.com/m1thrandir225/open-space

SKILLS

Programming Languages:	Typescript/Javascript, Go, PHP, Swift, Kotlin, Python, Java
Frameworks, Libraries & Tools:	React, React Native, Gin, Laravel, Gin, TailwindCSS, Jetpack Compose, SwiftUI, Spring Boot, Git, Docker, Figma, Vite
Languages:	Macedonian - Native, English - Fluent