

Sebastijan Zindl

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Education

Faculty of Computer Science & Engineering

Bachelor of Science in Software Engineering and Information Technologies

Relevant Coursework: Algorithms & Data Structures, Parallel Programming, Databases, Web Programming, Calculus, Operating Systems

Skopje, MK

2021 - Current

SUGS Orce Nikolov

High School Diploma

Skopje, MK

June 2021

Experience

Piksel

Software Engineer

Skopje, MK

06/2022 – 05/2024

- Led a team of three people 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.
- Proficient in MVC architectural patterns, with hands-on experience using the Laravel framework.
- Knowledgeable in build and deployment tools such as Webpack, Vite & Docker.
- Facilitated Agile sprint planning to ensure efficient project progress and alignment with business goals.

Piksel

Software Engineering Intern

Skopje, MK

05/2022 – 06/2022

- Implemented custom built WordPress projects for Piksel's clients using Advanced Custom Fields, SASS & various other technologies, resulting in visually stunning and highly functional websites.
- Collaborated with cross-functional teams in Agile software environments, utilizing tools like Jira & Asana to track project progress and improve workflow efficiency during development
- Optimized website performance and user experience for various projects resulting in increased user satisfaction.

Technical Skills & Projects

Technical: Go, Typescript/Javascript, Swift, SQL, Java, Python, PHP

Frameworks: Gin, Spring Boot, Laravel, React & Nextjs, Vue & Nuxt, Expo(React Native), SwiftUI

DevOps: Docker & Docker Compose, Git, Github Actions

Design: Figma, Affinity Photo

Language: Macedonian - Native, English - Fluent

Public Presentations: "React Native in 2024" - CocoaHeads 02/2024

Featured Projects

Galore - Mobile App for Cocktail Enthusiasts [\[Live Link\]](#)

Cross-platform mobile app enabling users to browse, discover, and generate cocktail recipes with AI

- Built backend with **Go (Gin)** and **Python (FastAPI)** microservices, containerized with **Docker** and orchestrated for scalability

- Designed PostgreSQL schema and implemented API-driven architecture
- Developed **Android app** with **Kotlin**, **Jetpack Compose**, **MVVM**, **Hilt/Dagger** and **iOS app** with **Swift**, **SwiftUI**, **MVVM**
- Implemented smooth animations with **Lottie** and AI-based cocktail generation
- [Source Code](#) (separate repos for iOS, Android, Backend, Landing Page)

Imperium - LAN Game Streaming Platform

Web-based platform for discovering and streaming games across a local network

- Designed and implemented **LAN host discovery** and registration system
- Built **low-latency** game streaming pipeline with **WebRTC** and **FFmpeg**
- Developed **client-server interaction** for host selection and session management using **Go**, **Spring Boot** and **React + Typescript**
- [Source Code](#)

Meridian - Modern Communications Platform [\[Live Link\]](#)

Slack-like chat platform built with **Domain-Driven Design microservices** for real-time collaboration

- Implemented **WebSocket-powered** messaging with reliable delivery and scalable architecture
- Secured authentication with **PASETO** tokens and **inter-service** communication with **gRPC**
- Integrated bots and external services via **REST APIs**
- Added **analytics** and monitoring to track usage and system performance with **Kafka**
- Containerized services with **Docker**, orchestrated with **Traefik**
- [Source Code](#)

whoami - Central Authentication Service

Open-source authentication service written in **Go**, designed as a plug-and-play solution for **microservices** and frontend apps.

- Implemented **username/password login**, **email verification**, and **OAuth2** with Google/GitHub
- Developed **secure password reset flows** using HOTP-based OTP
- Added **rate limiting**, **suspicious activity detection**, and **account lockout** mechanisms
- Provided **session management** with access/refresh tokens and **device tracking**
- Integrated **HavelBeenPwned** for password breach checks and **GDPR-compliant data export**
- [Source Code](#)

Other Projects

DeskGrid - Workspace Management Platform [\[Live Link\]](#)

Open-source **desk reservation system** with multi-office booking, customizable workflows, and responsive design.

Personal Portfolio - [\[Live Link\]](#)

My personal Portfolio site, built with Nuxt, TailwindCSS and integrated with Sanity CMS for content management.

Pawprint - Pet Adoption Center [\[Source Code\]](#)

A **user-centric** adoption platform, designed to simplify and enhance the adoption experience for **shelters**, **rescues** and **adopters**.

Synap - Note & Content Summarization Platform for Students [\[Source Code\]](#)

An online learning platform **leveraging AI** to optimize study efficiency. Aims to help users quickly **grasp core concepts**, explore subjects more deeply and validate their understanding.

Base58 Swift - Encoding Library [\[Source Code\]](#)

Pure Swift Base58 package with **full test coverage**, distributed via **Swift Package Manager (SPM)**.