

Marko Prodanovic

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Skills

Programming Languages: JavaScript, TypeScript, Python, Go, HTML, CSS, SQL

Libraries & Frameworks: React, React Native, Next.js, Node.js, Expo, Tailwind, Express, NextAuth.js, Pandas

Tools: Figma, Adobe Illustrator, Adobe Premiere, Docker, Git/GitHub, SQLite, Tableau, Jupyter Notebook

Experience

Software Developer, BarrelWise Technologies

Jun 2022 - Feb 2024

- Designed, built and maintained customer-facing app using React Native and TypeScript - with camera functionality, barcode/QR code scanning, push notifications, multi-language support, and built-in chat service
- Produced UI designs and wireframes for internal and external stakeholders, improving developer productivity and client transparency
- Devised and implemented mobile device fleet management and distribution strategy to tightly manage company owned hardware and keep software systems up-to-date
- Implemented gRPC service in Python and Go allowing the team to build rapidly in Python and seamlessly integrate with our Go backend
- Contributed to development of BarrelWise web app (React), REST API (Go) and database operations (gocraft/db, PostgreSQL)

Freelance Software Developer

Feb 2022 - Jun 2022

- Worked with Trading Fours Software Inc. on “Bandie” tour management app for musicians. Implemented itinerary PDF document uploader on mobile and provided bug fixes and UI enhancements across mobile and web (React Native, React)
- Designed, built and deployed website for Serbian architecture book “Vek Moderne Arhitekture”. Website included English/Serbian translations, analytics, embedded Google Map and was accessible via QR code in the book (React, Gatsby)

Media Specialist & Data Analyst, University of British Columbia - Sauder

Jan 2020 - May 2022

- Delivered data insights for teaching and learning through visualizations, dashboards and reporting done using Jupyter Notebook and Tableau
- Implemented and maintained custom video-branding tool written in Python, ffmpeg and Panopto API - the tool has processed and delivered over 1000 instructional videos.
- Programmatically scheduled over 6000 lecture recordings over 4 months during post-pandemic return to campus (Python, Panopto SOAP and REST API)
- Developed and implemented processes for collecting and processing data from various learning systems including Canvas and Panopto
- Post-production for educational and instructional video content using Adobe Premiere Pro
- Presenter at BCNet Connect Summit 2021 and UBC Learning Analytics Group
- Organizer for the 2020 UBC Learning Analytics Hackathon and mentor for the 2023 UBC Learning Analytics Hackathon

Education

Bachelor of Media Studies, Minor in Computer Science

2014 - 2019

University of British Columbia, Vancouver

Relevant Coursework

Software Construction, Advanced Relational Databases, Definition of Programming Languages, Algorithms and Data Structures, Human Computer Interaction Methods, Game Design (Centre for Digital Media), Intro to Software Engineering, Intro to Artificial Intelligence, Intro to Computer Systems