Kristian Hajredinaj

929-374-5174 | hajredinajk@gmail.com | Website | LinkedIn

EDUCATION

Stony Brook University | Stony Brook, NY
Bachelor of Science in Computer Science   September 2020 - May 2024

TECHNICAL SKILLS

Programming Languages: Java, JavaScript, C/C++, Python, HTML/CSS, Ruby
Technologies: Ruby on Rails, React, Git, MongoDB, Flask, Linux/Windows OS, Docker, AWS, MySQL

EXPERIENCE

Stony Brook University   Stony Brook, NY
System Staff Support Lead   February 2022 – May 2024
- Provide technical support for the Computer Science faculty of over 100 people, ensuring smooth operation of all technical systems and addressing any issues that arose.
- Created a custom shell script for Zabbix that alerts the user when a certification is close to its expiration date in order to make sure those certifications are renewed on time.
- Successfully set up and configured a Hadoop cluster on 5 machines, enabling an efficient management of large datasets.

Stony Brook University   Stony Brook, NY
Teaching Assistant – CSE 357: Scripting Languages   February 2023 - May 2023
- Assisted students in understanding Python and other scripting languages, debugging code, and optimizing scripts.
- Held office hours and guided students towards a better understanding of concepts discussed in class.

Surge AI   New York City, NY
Software Developer Intern   June 2022 – August 2022
- Develop Python functions & code for an AI related project which takes user input and uses the power of LLMs to process the input and provide the best output.
- Engage in programmatic conversation with an AI bot and assess the outcomes while accomplishing additional tasks to effectively train the bot, improving the accuracy of answers by 17%.

PROJECTS

WearMe (February 2024) | TypeScript, React, Python, Flask, OpenAI, Next.js, Axesso
- Developed a web application that suggests outfit ideas based on user-inputted occasions, integrating Amazon product links.
- Built the frontend using React and Next.js, and the backend using Flask.
- Utilized OpenAI API and Axesso (Amazon Product Advertising API) to generate outfit recommendations and fetch relevant products.

Shadows Await (December 2023) | C++, Unreal Engine, Blender
- Created a 3D third-person game, designing and implementing models using Blender.
- Developed game mechanics such as Enemy AI, healing, damage, and respawning using Unreal Engine and C++.

MyMapStyler (September 2023) | JavaScript, React, Next.js, Cypress, Jest
- Collaborated on a web application enabling users to upload and render Shapefiles, GeoJSON, and KML files using the Leaflet API.
- Developed interactive map editing and user collaboration features with React and Next.js for server-side rendering.
- Implemented frontend and backend testing using Cypress and Jest to ensure application reliability.

Programming Language Interpreter (April 2023) | Python, Toy Parser Generator
- Built my own custom interpreter using Python and TPG libraries which reads text from Python code in a text file and identifies variables, functions, and other constructs.