

# Kristian Hajredinaj

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## 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 2023

- 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.