Kristian Hajredinaj

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Ambitious junior programmer with a keen interest in full-stack development and data science. Proficient in both front-end and back-end technologies, including HTML, CSS, JavaScript, Java, C, and Python. Skilled in building responsive and user-friendly web applications from concept to deployment. A dedicated learner, constantly seeking to expand knowledge and expertise in all aspects of full-stack development. Collaborative team player committed to delivering robust and comprehensive solutions.

SKILLS & CORE COMPETENCIES

Technical Skills: Java, JavaScript, C/C++, Python, HTML/CSS, Ruby, Ruby on Rails, React, Git, MySQL, MongoDB, Flask, Linux/Windows OS, Network Protocols, Security Concepts, Algorithms, Cloud & SaaS

EDUCATION

Stony Brook University, Stony Brook, NY

Bachelor of Science in Computer Science

Relevant Coursework: Object Oriented Programming, Data Structures, Algorithms, Software Engineering, Scripting Languages, Computer Networks, 3D Game Programming

EXPERIENCE

Stony Brook University | Stony Brook, NY   **02/2022 – 05/2024**

System Staff Support Lead
- 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.

Surge AI | New York City, NY   **03/2022 – 03/2023**

Junior Developer | Freelance Intern
- 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, such as parsing macros from a spreadsheet.

PROJECTS
- **WearMe (February 2024):** Developed a web application where users can enter an occasion they are attending and as a response they will see different ideas with Amazon links for each product. React and Next.js were used to develop the frontend. The backend was programmed using Flask where OpenAI API as well as Axesso, to make use of Amazon Product Advertising API, were used to generate the outfit ideas as well as the products.
- **Shadows Await (December 2023):** Created a 3D Third Person game. Implemented the 3D models using the Blender application. Built the scenes and functions of the game, such as Enemy AI, healing, dealing damage and respawning using Unreal Engine and the C++ programming language.
- **MyMapStyler (September 2023):** Worked with a team where we implemented a web application that lets users upload Shapefiles, GeoJson or KML files which are rendered using the Leaflet API. Then, using React and Next.js for server side rendering, we made it possible for users to edit their own maps and interact in various ways with other people's maps. Tests for the frontend and backend were implemented using Cypress and Jest.
- **Programming Language Interpreter (April 2023):** Built my own custom interpreter using Python and TPG libraries which reads code from JavaScript code in a text file and identifies variables, functions, and other python language constructs.
- **Playlister (November 2022):** Built a custom program using React, JavaScript and MongoDB which lets someone connect to YouTube using the YouTube API and create playlists with adds/removes video capabilities as well as community interactions.