SVIT SPINDLER

FULL-STACK DEVELOPER

KONTAKT

040 741 142

svit.spindler@gmail.com

github.com/spin311

svitspindler.com

Ljubljana, Slovenia

ZNANJA

JavaScript , TypeScript

Angular, React, Ember

Java, Spring Boot

PL/SQL, SQLite

Golang, Ruby on Rails

Kotlin

HSQLDB

AWS, Netlify, Docker

EDUCATION

Gymnasium Vič

2016 — 2020

Faculty of Computer Science and Informatics, University of Ljubljana

2020 — 2024: Bachelor's degree

LANGUAGES

Slovene

English

ABOUT ME

I am a computer science graduate with hands-on experience in mobile, web, backend, and database systems development.
In my free time I like developing my own hobby projects to learn new technologies. I am particularly interested in writing Google extensions and mobile applications.

EXPERIENCE

Full-Stack Developer

Ixtlan Team   2023 — 2024

🌐 Website

- Development of software solutions using Typescript, Angular, Java, PL/SQL, containerisation
- Design and development of applications and microservices
- Development of systems on top of Oracle databases.
- Testing programs and components and writing technical documentation
- Writing and maintaining Cypress tests

Full-Stack Developer

Nightwatch & Formaviva projects   2024 — current

🌐 Nightwatch   🌐 Formaviva

- Lead Frontend engineer on the project Formaviva
- CI/CD pipeline, docker and backend
- Writing tests, QA, code reviews

ACHIEVEMENTS

DragonHack: Best Carbon footprint reduction app

1st place

🌐 Website   GitHub   05 / 2023

Achieved first place out of 40+ teams in the "Best Carbon footprint reduction app" challenge, with a mobile app for mushroom identification made in Kotlin.

EESTech Challenge: Mobile App Development - Gamification

2nd place

GitHub   04 / 2023

With a team of classmates, we came second out of 16 teams in the EESTech Challenge marathon, with the mobile app Zdravko, which promotes blood donation and was made in Kotlin.

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TOOLS

Git

Linux

REST API

shell (bash, zsh)

GitHub Actions, CI/CD

PROJECTS

Portfolio website

React, Golang, Railway, openAPI, CI/CD

🌐 website   GitHub

10 / 2024

A personal portfolio website to showcase projects and experiences. Allows you to send email messages via the server and automatically update project information. Written using React and Golang and deployed with Railway and CI/CD pipeline for automatic deployment and openAPI documentation generation.

Gobar: Mushroom picking app

Kotlin, SQLite

🌐 Website   GitHub

05 / 2023

A mobile app that allows you to identify mushrooms with a pre-trained AI model, store your collection and share the location of your mushrooms. The app won the "Best Carbon footprint reduction app" competition. We have also made a simple website with information about the app, where the app can be downloaded.

Videogame Survalien

C#, Unity

🌐 Video   🌐 Game File   GitHub

01 / 2023

Co-developed Survalien, a game where we help an alien repair his ship and survive on Earth. The game includes various AI opponents, random map generation, main boss, animations.

ChatGPT pair programming

JavaScript, Java, HSQLDB, AWS

🌐 Website   GitHub

04 / 2024

The website for the "Prompt Engineering" thesis experiment, which allows to compile and save Python code, with a chat dialog with chatGPT. The backend was developed with Java and HSQLDB, deployed with AWS.

KeSi - Location Guessing App

Kotlin, Back4App, NOSQL

🌐 Website   GitHub

05 / 2024

Android application for guessing the location of other users, built at DragonHack 2024, built using Kotlin and NOSQL SaaS Back4App database. We also created a website where you can download the application.