SVIT SPINDLER

FULL-STACK DEVELOPER

KONTAKT

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Ljubljana

ZNANJA

JavaScript , TypeScript

Angular, React, Ember

Java, Spring Boot

PL/SQL, SQLite

Golang

Kotlin

HSQLDB

AWS, Netlify, Docker

EDUCATION

Gymnasium Vič

2016 — 2020

Faculty of Computer Science and Informatics, University of Ljubljana

2020 — current

LANGUAGES

Slovene

English

ABOUT ME

I am a former computer science student with hands-on experience in mobile, web, backend, and database systems development.
In addition to my academic pursuits, I am teaching programming and developing my own hobby projects to learn new technologies. I am particularly interested in writing Google extensions and mobile applications in Kotlin.

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

Frontend Developer

Formaviva project (Kundi)   2024 — current

Website

- Lead Frontend engineer on the project
- Updating CI/CD pipeline, build automation with Netlify
- 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 in the language Kotlin.

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TOOLS

Git

Linux

RESTful API

shell (bash, zsh)

GitHub Actions, CI/CD

PROJECTS

Portfolio website

React, Golang, Railway, openAPI, CI/CD

🌐 website   GitHub

10 / 2024

Spletna stran za osebni portfolio za prikaz projektov in izkušenj. Omogoča pošiljanje email sporočil preko strežnika ter avtomatsko posodabljanje podatkov za projekte. Napisana z uporabo React ter Golang ter postavljena z Railway ter CI/CD cevovodom za avtomatsko postavitev ter generacijo openAPI dokumentacije.

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 UI   GitHub API

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

🌐 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.