

SVIT SPINDLER

FULL-STACK DEVELOPER

KONTAKT

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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

10 / 2024

[website](#) [GitHub](#)

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

05 / 2023

[Website](#) [GitHub](#)

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

01 / 2023

[Video](#) [Game File](#) [GitHub](#)

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

04 / 2024

[Website](#) [GitHub UI](#) [GitHub API](#)

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

05 / 2024

[Website](#) [GitHub](#)

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.