

SVIT SPINDLER

FULL-STACK DEVELOPER

CONTACT

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🐙 github.com/spin311
📍 Ljubljana

SKILLS

JavaScript , TypeScript
Angular
Ember, Vue
Java, Spring Boot
PL/SQL
Kotlin
Node.js
AWS, Docker
HSQldb, MongoDB

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 teching programming and developing my own hobby projects to learn new technologies.

Aspiring to make a positive impact on the world with my work.

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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Ljubljana

TOOLS

Git

Linux

RESTful API

shell (bash, zsh)

PROJECTS

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.

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.

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.

BMI calculator - K8 Appstack

ejs, K8, Docker, CI/CD, mongoDB

01 / 2022

[GitHub](#)

a simple BMI calculator made with embedded javascript, using k8 containerisation and CI/CD practices.

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.