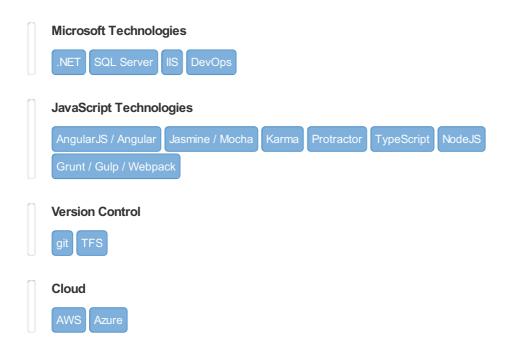
# Igor Dimchevski

### i INFO

Codes everything (backend, frontend, video games once per year, up for new challenges). Reads everything (technical, belles-letters, blog posts, twitter). Plays everything (board games, video games, card games)

## </> SKILLS





#### **EMPLOYMENT**

#### FullStack Developer, Amadeus

2019-07 — Present

Cloud PMS (property management system)

- Azure
- Research and development
- Feature teams
- API in .NET
- SPA in Knockout/Angular
- Unit tests in MSTest
- API tests with SpecFlow
- End2End tests with Selenium
- GIT

#### FullStack Developer, Freelance Programmer

2015-03 - 2019-06

Part of an insurance company software. To be more specific the data collecting, report generating and

dashboard parts of the system.

- Amazon AWS
- API in .NET
- SPA in Angular
- Report generator

#### FullStack Developer, INSCALE

2016-10 — 2019-06

ERP (enterprise resource planning)

- · Research and development
- Application management
- API in .NET
- SPA in AngularJS/Angular
- Unit tests with MSTest
- Microsoft DevOps pipelines

#### .NET Developer, Endava

2015-07 — 2016-10

In research and development team

- .NET stack
- AngularJS/Angular

#### .NET Developer, Aspekt

2012-06 - 2015-07

Aspekt Microfinance Software & Aspekt Leasing Software

.NET stack



#### University Sts. Cyril and Methodius - Skopje, Macedonia

2008-10 — 2012-12 | 28 engineering courses 8 mathematical courses



# **66** TESTIMONIALS

#### Marko Manchev

Dimcevski is a highly motivated developer who never steps back at any tasks, regardless of their difficulty. The modern day geek which is highly sought for in any shop/company carries with him his knowledge, experience and fearlessness, along with a high sense of awareness to new ways of solving old problems. Therefore, if knowledge, experience, fearlessness and a new way of thinking and problem solving is what you are seeking for, Dimcevski is your go-to developer.



#### **Board Games**

Current

#### Video Games

Current

Food

ruuu

Current

## Reading

Current