STEFAN DUKIC

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LinkedIn
GitHub

PROFESSIONAL PROFILE

Proven talent for aligning business strategy and objectives with established IT and software engineering practices to create robust, scalable web and mobile applications that streamline operations and surpass user expectations. Out-of-the-box thinker skilled at creating innovative solutions to complex technical problems, with a demonstrated ability to optimize applications for functionality, reliability, security, and ease of use. Exceptionally dedicated professional with keen communication, organizational, and analytical skills, as well as expertise in API design, blockchain-based platforms, and frontend and backend development. Thrive in dynamic, collaborative environments, bringing a positive, "can-do" attitude to all roles and responsibilities.

CORE COMPETENCIES

- Full Stack Development
- Application Integration
- Task Prioritization
- Cross-Functional Collaboration
- Creative Problem Solving
- Process Optimization
- Critical Thinking
- Adaptability
- Leadership

EDUCATION

MASTERY IN SOFTWARE ENGINEERING, 42 LAUSANNE, MAY 2024 TO PRESENT
- Specialize in Websites and Mobile Applications, demonstrating proficiency in utilizing various technologies to support frontend and backend development, including OpenAI APIs.

CORE CURRICULUM IN SOFTWARE ENGINEERING, 42 HEILBRONN, OCTOBER 2022 TO MAY 2024
- Achieved recognition as one of the quickest learners of the year, quickly mastering complex concepts and applications.
- Cultivated a strong foundation in C, C++, Bash, Networks, Algorithms, and Virtualizations, enabling a versatile approach to problem-solving; started with C to cultivate a robust base of knowledge, making it significantly easier to grasp and excel in learning additional programming languages.

SECONDARY EDUCATION, KANTONSSCHULE ROMANSHORN, AUGUST 2018 TO AUGUST 2022
- Praised by teachers as one of the top students in physics, demonstrating strong analytical and problem-solving skills.
- Participated actively in Talenta IT; learned Python, trained neural networks, and worked with Arduino.
- Built a CPU from scratch using transistors, gaining a deep understanding of computer architecture and hardware design.
- Developed projects using Unreal Engine, enhancing skills in game development and real-time rendering.

LOWER SECONDARY EDUCATION, SEKUNDARSCHULE EGELMOOS, AUGUST 2016 TO AUGUST 2018
- Recognized as one of the top students in mathematics and sciences, considered exceptionally gifted by teachers.
- Created video games using Scratch, developing an early understanding of programming logic and game design.

WORK EXPERIENCE

AUDI AG, NECKARSULM, DE, NOVEMBER 2023 TO APRIL 2024
SOFTWARE ENGINEER
- Communicated proactively with end users to identify goals and pain points, expertly transforming business needs into customized software solutions; made insightful recommendations for upgrading existing systems.
- Led design and development of REST APIs using RAML to optimize data exchange processes across financial systems; drove seamless integration of financial data across systems in compliance with Audi's enterprise standards.

- Streamlined research and analytics workflows by optimizing business logic, increasing system efficiency; created diagrams, flowcharts, and other data visualizations to guide team members and educate end users.
- Managed CI/CD pipelines, facilitating reliable, automated deployments that bolstered system stability; documented APIs on Confluence, improving team adoption, knowledge sharing, and maintenance efficiency.
- Lauded by colleagues and leadership for technical expertise, team collaboration, and strategic utilization of Agile methodologies; leveraged test-driven development to deliver robust, scalable software in conjunction with Agile teams.

VERI SCHOOL, ZÜRICH, CH, FEBRUARY 2022 TO OCTOBER 2022
SOFTWARE ENGINEER
- Played key role in developing, testing, and maintaining software systems and applications, as well as troubleshooting and optimizing existing software; performed ongoing testing and maintenance to improve functionality.
- Collaborated on a cross-functional team to design and develop a decentralized IT education platform focused on innovative blockchain-based solutions; optimized platform for security and ease of use.
- Drove development of a functional prototype decentralized application (DApp) using Moralis to showcase the platform's core functionality; built decentralized autonomous organizations (DAOs) using OpenZeppelin and Aragon frameworks to enable transparent and decentralized governance.
- Balanced multiple tasks concurrently in a fast-paced environment to meet project deadlines and quality standards, pivoting quickly to handle critical issues and unforeseen challenges.
- Strategized platform improvements using creativity and critical thinking; kept current on emerging IT tools and trends to incorporate cutting-edge software development methods and best practices.

PROJECTS

42 LAUSANNE, SEPTEMBER 2024 TO JANUARY 2025
MATCHA
- Conceptualized and launched an innovative dating application with advanced filters, real-time chat, and enhanced user interaction; developed the application using Express for the backend and React for the frontend, ensuring a seamless and responsive user experience.

42 LAUSANNE, AUGUST 2024 TO SEPTEMBER 2024
CAMGURU
- Designed and developed a cutting-edge photo publishing social media website designed for seamless user interaction and content sharing; built the website using Java for the backend and Vanilla JavaScript, HTML, and CSS for the frontend, ensuring a smooth and responsive user experience.

42 LAUSANNE, JULY 2024 TO AUGUST 2024
HANGOUTS
- Constructed an iOS contacts and messaging app designed for intuitive user interaction and seamless communication; developed the app using SwiftUI, leveraging its modern framework to deliver a sleek and responsive interface.

42 LAUSANNE, JUNE 2024 TO JULY 2024
SWIFTLY COMPANION
- Pioneered development of a 42 Students App to be used for retrieving and displaying student information such as projects, levels, and personal details; developed the app with Flutter, leveraging the 42 Intra REST API to streamline data access and create a user-friendly interface.

42 HEILBRONN, MARCH 2023 TO JULY 2023
TRANSCENDENCE
- Spearheaded creation of an immersive website featuring user profiles, a multiplayer game, and real-time chat functionality; built the website using NestJS for the backend and React for the frontend, facilitating a dynamic and engaging user experience.

ACHIEVEMENTS

- Fastest student to complete the Core Curriculum at 42 Heilbronn

TECHNICAL SKILLS

Frontend: Flutter, SwiftUI, React

Backend: Node.js, Express, NestJS, Supabase, Firebase, Mulesoft

Programming: Python, C, C++, Java, JavaScript, TypeScript, Dart, SQL, DataWeave, HTML, CSS

Artificial Intelligence: OpenAI API, Neural Networks

Databases: PostgreSQL, Data Warehouse, Data Lake, ETL

DevOps: Docker, CI/CD, Unix, GNU Make, Git

Software Development: Algorithms, Object-Oriented Programming, REST APIs, Postman

Hardware: Raspberry Pi, RC Cars, Drones

Documentation: Confluence, Markdown, Notion, Docusaurus

Project Management: Jira, GitHub Issues, Agile, Scrum

ADDITIONAL INFORMATION

Languages: German (native), English (fluent), Serbian (fluent)

Interests: Certified Rescue Scuba Diver with a passion for adventure; active in sports, biking, and fitness; interested in science fiction, AI-related stories, and philosophical discussions.