



PERSONAL INFORMATION

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PROFESSIONAL SUMMARY

Full-Stack Software Engineer with a track record of excellence in crafting innovative solutions. Currently contributing expertise to ada GmbH. Committed to embracing challenges and swiftly mastering new techs, even in high-pressure environments. My journey is marked by a strong grasp of software engineering principles, driving me to create top-quality software that solves real-world problems. Equipped with a natural aptitude for troubleshooting and problem-solving, combined with an analytical and logical mindset.

EDUCATION

- 15/10/2018 – 30/09/2020 **Master degree in Media Computer Science**
Saarland University - Saarbrücken (Germany)
- 22/10/2015 – 19/07/2018 **Bachelor degree in Information and Communication Technology (ICT)**
University of Tirana - Tirana (Albania)

WORK EXPERIENCE

- 01/03/2024 – Present
(Full-time) **Head of Front-end Engineering at ada GmbH – Düsseldorf (Germany)**
 - Architecting front-end innovation and standardizing best practices.
 - Engineering solutions that are both scalable and easy to understand.
 - Mentoring and leading a talented front-end engineering team.
 - Coordinating with cross-functional teams to better align and deliver.
- 01/10/2020 – 29/02/2024
(Full-time) **Full-stack Software Engineer at VRdirect GmbH – Munich (Germany)**
 - Engineered solutions for web, mobile, and desktop software.
 - Optimized quality assurance by implementing unit and e2e tests.
 - Supported the improvement of software architecture.
- 01/11/2021 – 15/11/2022
(Part-time) **QA Engineer at Curb Hero RE Management – Los Angeles (California, USA)**
 - Planned, created and managed the overall quality planning strategy.
 - Developed comprehensive and detailed e2e/unit test suites.
 - Automated execution and generation of easy-to-understand reports.
- 01/01/2020 – 30/09/2020
(Full-time) **Master Thesis at Cluster of Excellence, HCI lab – Saarbrücken (Germany)**
 - Designed and implemented physics-based metaphors using users' existing knowledge for more intuitive and natural interactions in VR.
 - Conducted a user study to validate the raised hypotheses.
- 01/03/2020 – 30/09/2020
(Part-time) **Software Developer at ZeMA - Saarbrücken (Germany)**
 - Developed a VR application to (dis)assemble complex 3D models where employees can practice before using them in the real world.

09/09/2019 – 07/02/2020

(Internship)

Software Developer at DHfPG – Saarbrücken (Germany)

- Developed a VR tool for fitness trainer education, simulating 3D gym environments where users identify and assist virtual customers.

01/07/2018 – 15/06/2019

(Part-time)

Coding Mentor at Tirana IT Education – Tirana (Albania)

- Served as instructor of IT basics and Web-dev courses.

BEST PROJECTS

- 09/2019 – 02/2020 Developed a VR coaching tool for educating fitness trainers which simulates pre-recorded 3D-environments of a gym in VR where users can navigate to spot customers that need help and answer questions asked within VR.
- 05/2019 – 08/2019 Developed a Smart Mirror project for *HKBSaar* and *DFKI* which detects peoples' faces and augments those by adding hairstyles, hair colors, beards, glasses etc.
- 02/2019 – 06/2019 Worked on a university project for *Scheer GmbH* to remotely control a robot's arm via commands given from a virtual reality environment.
- 10/2018 – 02/2019 Developed a boxing game in VR using my own 3D character. Apart from the game itself, this project had a great focus on having as good UX as possible.

TECHNICAL SKILLS

- **Coding** (Angular, Javascript, Typescript, RxJS, NextJs, NestJs, NativeScript, Ionic, Electron, NX)
- **QA Testing** (Cypress, Appium, Cucumber, Jest, Jasmine, Karma, Mocha, JUnit, Browserstack)
- **Databases** (MongoDB, GraphQL, Firebase, PostgreSQL, SQL Server, MySQL)
- **APIs** (REST APIs, GraphQL, Swagger, Postman, JSON Server)
- **CSS frameworks** (Angular Material, Tailwind CSS, PrimeNg, Bootstrap)
- **Authentication** (OAuth 2.0, JWT, OpenID Connect, Auth0, Azure Active Directory)
- **Modern Development Tools** (VSCode, Jira, Confluence, SourceTree, Git, Trello)
- **Software Engineering Principles** (Clean Code, SOLID, YAGNI, KISS, DRY, SLAP)
- **Software Project Management** (SDLC, Agile, Scrum, Waterfall)
- **DevOps** (CI/CD, Azure DevOps, Docker, Yaml, Bash)
- **Documentation** (Draw.io, UML, Zeplin, Latex, Prezi)

LINGUISTIC PROFICIENCY

	Listening	Reading	Speaking	Writing
Albanian	Native	Native	Native	Native
English	C1	C1	C1	C1
German	B1	B1	B1	B1
Italian	B1	B1	A2	A2
Spanish	B1	A2	A2	A2

SOFT SKILLS

Communication

Quick learning

Hard working

Problem solving

Critical thinking

Work ethic