



MARKO MARKOVIKJ

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OBJECTIVE

Product-focused and reliable software engineer who thrives in fast-moving startup environments. I take full ownership of my work, enjoy solving real problems through thoughtful engineering, and love building meaningful, user-driven features. My dedication to perfection and well-crafted software is what I strive to bring to every project — resulting in happy customers and a better digital world.



EDUCATION

Bachelor of Information Science in Software Engineering and Information Technologies | FCSE, “Ss. Cyril and Methodius” University

SEPT. 2018 – SEPT. 2022

Related coursework:

- Advanced & Unstructured databases (PostgreSQL, Neo4j)
- Advanced programming (Java)
- Algorithms and Data Structures
- Computer Networks and Security
- Databases (SQL)
- Electronic and mobile commerce (Spring, React)
- Human-computer interaction design
- Integrated systems (.NET Core)
- Internet technologies (.NET)
- Machine Learning & Data Science (Python)
- Mobile Information Systems (Flutter)
- Object-oriented programming (C++)
- Probability and Statistics
- Software quality and testing
- System administration
- Web based systems (Semantic Web)
- Web programming (Spring)

Final grade: 9.43



EXPERIENCE

Web and Database Administrator | Logging Electronics

SEPT. 2021 – PRESENT

- Optimized core SQL database performance, enhancing website security and design.
- Deployed Apache Solr to enhance product search and filtering capabilities.
- Developed an internal inventory management application using Spring and React framework.
- Designed and developed an internal mobile app for scanning invoices and products.
- Leading a front-end revamp project for the company's website using Angular framework.

Full-Stack Web and Mobile App Developer | Glaze

JAN. 2023 – AUG. 2024

- Created a mobile application in Flutter that using the device's camera, is able to scan guests' QR codes to deliver orders and validate tickets in the system. The mobile application also has support for managing orders, as well as connecting to a BOM printer to print out receipts. (Flutter)
- Worked on two front-end projects in Angular: The Manager and The Guest App, the former being a web app for managing cafes, restaurants, tickets and experiences for the Guest App, and the Guest App being the app that the end-user sees when purchasing from a café's, restaurant's or venue's app created in The Manager. (Angular, WebSockets)
- Worked on the backend for the business logic, indexing in a non-relational database, creating Apple and Google Wallet passes and tickets. (.NET, Node.js, ElasticSearch, PostgreSQL)

Full-Stack Web Developer | HeyReach

AUG. 2024 – PRESENT

- Working on a full-stack web application for automating LinkedIn outreach. (.NET Core, Node.js, Angular)
- Enhanced database performance by migrating queries from PostgreSQL to ElasticSearch.
- Established and currently manage the end-to-end payment process with Stripe integration.



SKILLS

MOTHER TONGUE

- Macedonian

OTHER LANGUAGES

- English (FCE CEFR Level C1)

PROGRAMMING LANGUAGES

- Proficient in Java, C#, Typescript, Dart, Python
- Very good in PostgreSQL, MSSQL

FRAMEWORKS

- Proficient in Angular, .NET, Flutter, Spring
- Decent knowledge in Apache Solr Search and ElasticSearch

ADMINISTRATION

- Proficient in server administration, networking and hosting (Microsoft IIS, Nginx, Linux, port forwarding, certificate management, everything required to run a modern web site or application)
- Decent knowledge in cloud hosting

MEDIA

- Proficient in video encoding, hosting, streaming protocols (HLS, WebRTC)
- Proficient in Adobe After Effects, Photoshop and Premiere

CONCEPTS

- Back-end applications and REST services
- Declarative programming
- Design patterns, MVC, layered architecture
- Functional programming concepts
- Interactive user interface and user experience designing

- Object-oriented programming concepts
- Real-time applications (SignalR/WebSockets)
- Relational database integration
- Service-oriented architecture

PERSONAL

- Fast-learning and easily adaptable
- Fully dedicated
- Logical thinking and problem solving
- Organizing and planning
- Relentless in creating pixel-perfect solutions
- Working individually or in a team

OTHER

- Decent knowledge in 3D oriented apps like 3ds Max and Blender



PROJECTS

TRAFFIC ASSISTANT (2020 – PRESENT)

Author and creator of a cross-platform mobile application for traffic and road condition reporting, created in Spring and Flutter.

SIMPLE ESHOP (2021)

A simple e-commerce web application with dynamic categories and product attributes, created in Spring and ReactJS.

FRONT DOOR (2023 - PRESENT)

An application designed for me and my family that tracks the front door state in our house. It is achieved using a Raspberry Pi for the door mechanism signal, a .NET Core server that tracks the state and sends Push Notifications when the door is open for too long, and a Flutter mobile app where everything is visualized. Furthermore, using an iPhone and an HLS/WebRTC streaming server, there is a live video feed in the app as well from the front door.

HOME MONITORING (2024 - PRESENT)

An application that tracks my Linux home server's variables, like CPU and HDD temperature, RAM and Disk usage, and notifies my through push notifications when some of these values exceed a user-defined threshold (Linux, .NET Core and Flutter).



HACKATHONS

GLOBAL NASA SPACE APPS NOMINEE (2018)

GLOBAL NASA SPACE APPS FINALIST (2017)



COMPETITIONS

9TH PLACE AWARD IN MICROSOFT POWERPOINT (2016)

At the Microsoft Office Specialist World Championship in 2016.