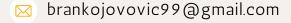
BRANKO JOVOVIC

Full-Stack Engineer

About Me

I am looking for a full remote position as either full time employee or freelance contractor. I can work on various technologies like Node.js, Python, PHP, C#, Java, Ruby, React.js, Angular, Vue.js, ...



EXPERIENCE

- FULL STACK DEVELOPER
 - 2021 Present Talkdesk
 - Lead development for enterprise-level web applications, handling both front-end and back-end architecture.
 - Implemented React and Node.js solutions, improving site performance by 35%.
 - Designed and deployed cloud-based systems on AWS, enhancing scalability.
 - Mentored a team of junior developers, fostering growth and collaboration.
 - Collaborated with crossfunctional teams to ensure timely project releases.





University of Belgrade
 Computer Science And Engineering, Bachelor's

SKILLS

- Node.js
- PHP
- Python
- C#
- Express.js
- Nest.js
- Laravel
- Symfony
- Django
- Flask
- FastAPI
- .NET
- Ruby
- Ruby on Rails
- Golang
- Java
- Spring
- React.js
- Vue.js
- Angular
- React Native
- Flutter

FULL-STACK DEVELOPER

2017 / 2020 Fusionworks

- Developed custom web applications using Python (Django) and React, reducing operational costs by 20%.
- Built and integrated RESTful APIs to streamline communication between services.
- Worked with SQL databases to design efficient, secure data storage solutions.
- Contributed to Agile sprint planning and daily stand-ups, ensuring smooth development cycles.
- Optimized front-end code to improve load times and user experience.

MORE SKILLS

- AWS
- Azure
- GCP
- Codelgniter
- Rust
- Svelte



FULL-STACK DEVELOPER 2014 / 2016 Y Soft

- Contributed to full-stack development projects using PHP (Laravel) and MySQL.
- Designed and developed responsive user interfaces using HTML5, CSS3, and JavaScript.
- Implemented browser compatibility fixes to ensure consistent performance across platforms.
- Managed client relationships, gathering requirements and providing technical support.
- Improved site speed by 25% through code optimization and performance tuning.

