

Kujtim Saliu

Computer engineering student who enjoys coding and finds solace in the world of music.

kujtimsaliu011@gmail.com
+38970465940
github.com/kujtimsaliu
kujtimsaliu.github.io

Relevant Experience

iOS Developer | Shortcut Balkans

March 2024
- Present

- Engaging in continuous learning to adopt the latest iOS technologies and best practices to enhance application functionality and user engagement

EmojiMemoryGame

March 2024

- The EmojiMemoryGame showcases my knowledge in SwiftUI and MVVM architecture highlighting my skill in creating engaging, interactive user interfaces for a memory game.
- Through careful design and implementation, I demonstrated my ability to craft responsive and intuitive experiences, underscored by a commitment to clean code and future scalability

Freelance Work | Programmer

2017 - Present

- Developed the Voicify-SpotifyControl app, enabling users to control Spotify using voice commands, enhancing user convenience and accessibility.
- Designed and implemented NQ24, a comprehensive gym management app, streamlining client data management and improving operational efficiency for fitness centers.
- Created DJMacAttacks website, a personalized web platform for a client, showcasing their unique talents and services, contributing to their online presence and brand identity.

BookStore Management System

2023 - Present

- Architected and implemented an end-to-end solution for managing books and bookstore inventories, improving the accessibility and management of literary resources.
- Developed a robust web application using Spring Boot, integrating Thymeleaf with modern web technologies to create a seamless user experience.
- Engineered a ManyToMany relationship between books and bookstores using JPA and Hibernate, ensuring efficient data handling and integrity.
- Implemented a dynamic user interface for book and bookstore listings, featuring CRUD operations, sorting, and searching capabilities.

NQ24 - App Development

2018-2019

- Designed and developed a comprehensive gym management app from scratch, enhancing proficiency in software architecture, database management, and user interface design.
- Implemented key features such as client data management, including adding, deleting, and editing client information, demonstrating proficiency in CRUD (Create, Read, Update, Delete) operations.

Skills

Programming Languages

Swift, Java, Python, C++, C, Dart.

Web Technologies

HTML, CSS, JavaScript, SpringBoot, Maven, JPA/Hibernate, Bootstrap

Backend Technologies

.NET, C#

Design Tools

Figma, Adobe Photoshop, UML

Version Control

Git, Github

Development Environments

Visual Studio Code, IntelliJ IDEA, Microsoft Visual Studio, XCode

Education

Faculty of Computer Science and Engineering, Skopje | 2021 - PRESENT

Engineer in Information Sciences and Computer Engineering, majoring in Computer Engineering.

Zef Lush Marku | 2017 - 2021

Mathematics (A) and Informatics.

Interests

Playing guitar, traveling, science fiction novels, music, cooking.