Stefan Bogdanović

Software Engineer

Passionate Software Engineer with an eye for details.



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- Belgrade, Serbia
- in linkedin.com/in/bogdanovic-stefan

EDUCATION

Internet technology ICT College of Vocational Studies

10/2016 - 09/2020

Belgrade

WORK EXPERIENCE

Software Developer Deutsche Teilkauf GmbH

02/2021 - Present

Belgrade Deutsche Teilkauf GmbH is located in Düsseldorf, Nordrhein-Westfalen, Germany and is part of the Information Technology Services Industry. Achievements/Tasks

Writting Function Apps (Azure Functions)

Deployment

Contact : Janek Siehr - siehr@deutsche-teilkauf.de

Backend Developer Softwarehaus

12/2019 - 07/2020

Belarade

Softwarehaus is an IT company. The company's focus is providing the best possible solutions for its clients. Its main focus is on payment systems, that is everything that an e-store, blog, or company website needs for a successful business. My tasks were: Adopting Vue with Typescript, working with Laravel, payment gateways.

Tech stack

PostgreSQL, Vue, Typescript, Laravel, Nginx

062-174-74-45

- 👿 stefanbogdanovic.dev
- 🗘 github.com/CerealKiller97

SKILLS

Github Actions		NextJS	Java	script	Typescript
React	React Vue Angular PHP Laravel				
NodeJS Adonis.		isJS Li	Linux ASP .NI		T Core
C# PostgreSQL MySQL / MariaDB MongoDB					
Redis	Azure F	unctions			

PERSONAL PROJECTS

ErrorLogger (03/2020 - 09/2020)

- ErrorLogger represents my college thesis project. ErrorLogger is a Real-time crash reporting for your web apps. I've used Angular and TailwindCSS on the frontend, Laravel, PostgreSQL on the backend. I've followed Uncle Bob's SOLID principles during development.
- LINK: https://error-logger.netlify.app/

ErrorLogger Laravel SDK (07/2020)

- LINK: https://github.com/CerealKiller97/ErrorLogger-Laravel-SDK
- Documentation:https://cerealkiller.gitbook.io/errorlogger/integrations-1/backend/laravel
- Laravel SDK for ErrorLogger

NG-VideoGamer (09/2019)

This is my school project in Angular. In this app, I've integrated with gaming API (RAWG). In this application, I've used Angular Material For UI

VideoGamer-API (06/2019)

- Video Games API written in ASP .NET Core 2.2 and ASP .NET Core Web application
- This is my first API written in ASP .NET Core. I've followed Uncle Bob's SOLID principles during development. It's service-based.I've used JWT for authorization

LANGUAGES

Serbian Native or Bilingual Proficiency English Full Professional Proficiency

INTERESTS

