

Donika Sela

Software Engineer

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SUMMARY

Software Engineer focused on frontend with 3+ years of experience building responsive high performance web applications for real estate, construction, and education sectors. Specialized in React ecosystem development (Next.js, TypeScript), translating Figma designs into pixel-perfect UIs with Tailwind CSS and Bootstrap, and optimizing performance through component architecture and modern build tools. Experience working in agile startup environments and remote contract positions across multiple client projects.

EXPERIENCE

JavaScript Teacher • *Steam Champs*, New York City, USA • Full-time • Sep 2023 – Feb 2024 • steamchamps.com

- Developed and delivered JavaScript curriculum for students ages 5-16, breaking down programming concepts (loops, functions, DOM manipulation) into age appropriate projects and exercises.
- Increased class enrollment by 15% through interactive, project based learning approach.
- Maintained company WordPress site, implementing functionality and content management updates.
- Led weekly STEM mentorship sessions for Ingersoll Community Center, providing free coding education for the youth.

Front-End Engineer • *Carre.ai*, Miami, Florida, USA • Remote Contract • Mar 2023 – Jul 2023 • carre.ai

- Developed core user-facing features including property search functionality, user dashboards, and detailed listing pages using React and Bootstrap, implementing React Router for client-side navigation.
- Engineered responsive property card components and listing layouts with Bootstrap, ensuring consistent data presentation across mobile and desktop devices.
- Created reusable React components for property displays, search filters, and dashboard elements, enabling faster feature development across the application.
- Collaborated with senior developers in remote agile environment, participating in code reviews and maintaining version control through Git/GitHub.

Frontend Web Developer • *Lucky Media*, Dallas, Texas, USA • Full-time • Nov 2022 – Mar 2023 • luckymedia.dev

- Designed and developed reusable React components, improving frontend maintainability for large-scale projects by 30%.
- Implemented Tailwind CSS to translate Figma designs into pixel-perfect, responsive web experiences with sleek animations, reducing development complexity across devices.
- Built a high-speed static website using Astro, optimizing performance and load times for an improved user experience.
- Collaborated with cross-functional team members to create dynamic Statamic websites, incorporating numerous customizable features to meet client requirements efficiently and successfully.
- Improved visibility and performance in SEO-focused projects, maintaining organized Git workflows for streamlined collaboration.

SKILLS

Frontend: React, Next.js, TypeScript, JavaScript (ES6+), Astro, Tailwind CSS, Bootstrap, HTML5, CSS3

Backend: C#, .NET, MySQL, PostgreSQL, GraphQL

Tools & Platforms: Git, GitHub, Figma, WordPress

Languages: English, Albanian, Macedonian

EDUCATION

South Easter European University, Faculty of Contemporary Science and Technology - Bachelor of Science in Computer Science • Sep 2019 – Oct 2023

PROJECTS

Mixtape to Nowhere: Anonymous mixtape sharing platform. Features searchable database via Supabase, Spotify API integration, and type safe TypeScript architecture. mixtape-to-nowhere.vercel.app/

Hangman Game: Created a visually pleasing game utilizing Typescript safe types and putting importance to project architecture and orgnaization. hangman-by-donika.vercel.app/

API Personal Project: Developed a cryptocurrency tracker with React, using hooks and components for enhanced performance. tinyurl.com/crypto-watch

MyBodyTutor Testing: Conducted website testing for a large-scale project, managed bug tracking with GitHub, and contributed to issue resolution mybodytutor.com