Nikola Krstić

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Profile summary

I am a web developer with over two years of experience, currently working at GenTech Innovations, specializing in the development and maintenance of complex web applications using React and Next.js. Proficient in building Server-Side rendering (SSR) applications, Single Page Applications (SPAs), and static multilingual websites. I'm skilled in collaborating with cross-functional teams and directly engaging with clients to meet their specific needs.

Professional Experience

Web Developer - *GenTech Innovations*   Jul 2022 – Present

Development and maintenance of web applications and websites using React and Next.js.
Collaboration with back-end developers for integrating applications with REST APIs and resolving complex client requirements.

- Working experience with NestJS, PostgreSQL and Docker.
- Creating Server-Side Rendered (SSR) web applications with Next.js 14, using the App Router and React Server Components (RSC).
- Building Single Page Applications (SPAs) with React and Vite.
- Developing static, multilingual websites using Next.js 13 and integrating them with Sanity CMS.
- Managing global state using Redux and Context API.
- Implementing chat functionality with Socket.io and WebSocket communication.
- Integrating barcode readers into web applications using Web APIs.
- Utilizing JavaScript multithreading and creating Progressive Web Apps (PWAs).
- Participating in meetings with clients and creating instructions for users and clients.

UI / 2D Artis - *Playrix RS*   Dec 2019 – Jul 2021

Creating concept art and illustrations for UI used in Homescapes Live Event and upcoming TBA projects.

- Collaborating closely with the game producers, graphic designers, technical artists, and 2D artists
  to ensure cohesive design and functionality.
- Conducting research to help define the visual direction of UI style for upcoming projects.
- Creating concept art and illustration of isometric assets used in multiple projects.

Medior 2D Artist - *Eipix Entertainment*   Feb 2019 – Dec 2019

Created detailed environment illustrations and finely rendered assets for "June's Journey".

- Utilizing advanced Photoshop tools and techniques for matte painting and creating high-quality illustrations, ensuring consistency and alignment with project requirements.
- Providing constructive feedback to team members on design elements, enhancing overall artistic quality.

Junior 2D Artist - *Eipix Entertainment*   Jul 2017 – Feb 2019

Education

Graphic engineering and design - *Faculty of Technical Sciences, University of Novi Sad*   2013

Certifications

CS50x: Introduction to Computer Science - *CS50*   Jul 2023

User Experience Design certificate - *SAE Institute Belgrade*   Jun 2020

Skills

HTML5 | CSS3 | SCSS | Tailwind | JavaScript | TypeScript | ReactJS | NextJS | Astro | Git | Bash | Bitbucket | Jira | Figma | Photoshop

Languages

Serbian | English