

Nemanja Dragun

I'm a Senior Full-Stack Engineer with 8+ years of experience in creating engaging and user-friendly websites. In my current role at Bitly Europe GmbH, I am responsible for frontend architecture, UI/UX, improving the current codebase, and much more.



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PROFESSIONAL EXPERIENCE

Bitly Europe GmbH, Bielefeld (Remote)— *Senior Frontend Engineer*

OCTOBER 2020 - PRESENT

As a Senior Frontend Engineer, I am responsible for ensuring the frontend is structured effectively and efficiently.

I work closely with Agile teams in two-week sprints to develop and implement best practices for our projects.

My focus is on finding ways to refactor our legacy codebase to improve its performance, scalability, and maintainability.

I have a deep understanding of the Vue ecosystem and I am actively involved in exploring and implementing web-components to achieve our business goals.

In addition to my technical expertise, I am also passionate about sharing my knowledge with others. I regularly give presentations to larger audiences on topics related to frontend development and best practices.

My dedication to improving our codebase and sharing knowledge with others has helped elevate our team's skills and overall success at our company.

Gauss Development, Osijek— *Senior Frontend Lead Developer*

June 2017 - MAY 2020

As a Senior Frontend Lead Developer, I was responsible for leading a team of 7+ developers and overseeing the development of several projects. In this role, I had the opportunity to work on a wide range of tasks, frameworks, including:

Architecture and new features: I played a key role in defining the architecture of our frontend applications and implementing new features that met the requirements of our clients and users.

Mentoring other developers: I worked closely with other developers on my team to provide guidance and support as they worked on their own projects. This included providing feedback on code quality, helping to resolve technical issues, and offering advice on best practices.

UI/UX discussions: I was involved in discussions with our UI/UX team to ensure that our applications had a cohesive and user-friendly design. I provided feedback on designs and worked with the team to make changes as needed.

SKILLS

Frontend

Nuxt.js / Vue.js, TypeScript, Tailwind, Sass

Backend

Adonis, Node.js, Feathers

Databases

mySQL, PostgreSQL, mongoDB, MSSQL

Tests

Jest, Cypress

Tools

GitHub / GitLab, Figma, Webstorm IDE

LANGUAGES

Native: Croatian / Serbian / Bosnian

Full Professional Proficiency in English

Project setup from scratch: I was involved in setting up new projects from scratch, including defining the requirements, creating the architecture, and assigning tasks to team members.

Code reviews: I regularly reviewed code written by other developers on my team to ensure that it met our quality standards and followed best practices.

Used stack: Mostly Angular (Version 2 and above), Vue/Nuxt, Vanilla JS, Bootstrap, Adonis...

Overall, my role as a Senior Frontend Lead Developer was a challenging and rewarding experience that allowed me to grow as a developer and leader. I am proud of the work that my team and I accomplished together, and I look forward to applying the skills and knowledge that I gained in future projects.

WORK EXPERIENCE

Open Source Projects, Remote — *Contributor*

PRESENT

As an active member of the Nuxt/Vue community, I enjoy helping and interacting with fellow developers who are looking for assistance. I can often be found answering questions in Discord channels and participating in Nuxt discussions on GitHub.

Additionally, I contribute to the community by creating open-source projects that demonstrate how to take full advantage of the framework and provide examples that others can learn from.

I am passionate about sharing my knowledge and helping others improve their skills in the Nuxt/Vue ecosystem.

Game Development, Remote — *Core Developer*

2014 - 2017

During my development journey, I initially started by creating a game server to share with my friends online, which led me to explore and learn a lot.

To make it accessible publicly, I had to learn about VPS and website development. This sparked my interest in both frontend and backend development, where I created registration forms using Vanilla PHP and MSSQL.

I successfully published the game, and within a few months, it had a few thousand active players. This experience fueled my passion and gave me valuable knowledge in the development field.

Eventually, I decided to pursue a professional career and applied for positions in the industry.