Daniel Vinojčić

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👤 About me

I am currently pursuing a Master's degree in Electrical Engineering and Computer Science at the University of Maribor, where I am applying my passion for technology through various projects. I am adept at utilizing and expanding my technical skills in diverse project settings, consistently seeking out new challenges and opportunities to contribute and grow professionally.

🎓 Education

Gymnasium Velenje   2015 – 2019
General programme   *Velenje*

Faculty of Electrical Engineering and Computer Science, University of Maribor   2019 – 2023
Computer Science and Information Technology - Bachelors Degree   *Maribor*

Povio Frontend Academy   June 2023 - July 2023
Frontend Academy Completion

Faculty of Electrical Engineering and Computer Science, University of Maribor   2023 – currently
Computer Science and Information Technology - Master's Degree, 1st year   *Maribor*

📊 Experience

PJUM   March 2024 - Present
Frontend Developer and UI/UX Designer

> Collaborating with backend developer and professors to design and develop *PJUM*, an AI-powered platform that streamlines research proposal development using AI APIs like Perplexity and GPT.

> Developing the platform using **Next.js** and **Shadcn UI**, ensuring seamless user experience and intuitive design.

> Utilizing **Docker** and **Docker Compose** to streamline the development environment and enhance workflow efficiency.

> Ensuring the platform's functionality aligns with its academic purpose and provides an efficient, user-friendly interface.

Zdravstveni dom Ljubljana   September 2023 - February 2024
Mobile Application Developer and UI / UX Designer

- Developed and designed the "A-ESIST" mobile application using Expo, React Native, and Figma, targeted at healthcare professionals such as nurses and doctors.

- Implemented the ABCDE approach within the app to facilitate training and practical use in medical settings.

- Created the complete visual identity of the project, including logo design and application naming, emphasizing intuitive user experience.

- Collaborated exclusively with healthcare professionals to ensure the app's functionality and design align with clinical requirements.

- Managed all aspects of the application development cycle, from conceptualization to deployment, ensuring high standards of quality and usability.

- Conducted user testing and feedback sessions with medical staff to refine the app's features and interface for optimal performance in healthcare environments.

Povio

Frontend intern developer

July 2023 - September 2023

> Developed dynamic web application using React.

> Collaborated closely with other frontend developers, backend developers and designers to ensure seamless integration and consistent design execution.

> Participated in daily stand-up meetings, contributing to project planning and status updates.

> Presented project progress and deliverables to clients, effectively communicating technical details and gathering feedback.

> Engaged in thorough code reviews to ensure code quality, adherence to best practices, and incorporation of peer feedback.

> Undertook a simulated 'Lead Developer' role for three days, managing project tasks and leading a small team, enhancing leadership and project management skills.

MEDIA 9 d.o.o.

Web developer

September 2021 - October 2022

> Made online shop, Superstvari.si, Which has more than 100.000 visitors

> Updated Ariessa.si website.

Poligram d.o.o

Flutter developer

October 2022 - February 2023

> Developer of application for fleet management: ATS

IAESTE

IT coordinator

November 2021 - Currently

🧪 Projects

MOBI-CPR

> I   am working with the Faculty of Health Sciences to develop a mobile serious game to teach basic resuscitation procedures in the Unity game engine. I have been working on this project for the past year, using the following tools and languages:

   * C#,

   * Unity,

   * Adobe XD / Figma,

   * Adobe Photoshop,

   * Blender.

The project is still ongoing and in testing phase, so I can't share the game, but you can have a look here: VIDEO or find more information on website: MOBI-CPR Website

OSCE

> Flutter app for Faculty of Health Sciences written in Dart, where assistants assess students. Questions are imported from a Firebase database, results are exported as a spreadsheet and can be shared via email. Link to project

Websites

> Zmajček 2021, website dedicated to the Scouts for the Zmajček project.

> MOBI-CPR, website for the MOBI-CPR project.

> INOTEH-ZDRAV, website for the INOTEH-ZDRAV project.

⚙ Skills

Skills React, TypeScript, JavaScript, HTML, CSS, Tailwind, C#, C / C++, Python, JavaScript, Dart
Softwares Unity, Blender, Flutter, Adobe Photoshop, Adobe XD, Figma