# Filip Vasiljević

Software Engineer, Master's Degree

I build software systems and applications for companies and entrepreneurs. My solutions empower businesses to grow and expand beyond the point where they got stuck.

Zagreb, Croatia +385 91 931 0730 developer@feyton.net



## Skills

### Programming languages

| | |
|---|---|
| Core | C# · TypeScript · JavaScript |
| Additional | C · C++ · Rust · Python · PHP |

### Data, platforms & tools

| | |
|---|---|
| Databases | Microsoft SQL Server · PostgreSQL · SQLite · MongoDB |
| LLMs | LM Studio · Ollama |
| OS | Ubuntu · macOS · Windows |
| Misc | Tauri · CapacitorJS |

### Frameworks, libraries & technology

| | |
|---|---|
| Core | .NET · React |
| Additional | NestJS · Node.js · Vue |
| Libraries | Kendo · Material UI · Shadcn · CSS Modules · Redux · Context · MobX · Pinia |

### Testing

| | |
|---|---|
| Tools | Playwright · k6 |
| Practices | Ephemeral environments · Unit tests |

Playwright and k6: in-house component libraries at Adnet - Končar Group.

## Experience and Education

### Work Experience

02.2022 - Ongoing

#### Software Engineer

Adnet - Končar Group, Zagreb

React · C# · .NET · Vue · TypeScript · NestJS · SQL · Git

- Core developer and maintainer for a large 5+ year greenfield project that fully digitalized key workflows for the Croatian Railways operator (HŽ Infrastruktura) and other high-profile clients.
- Worked on several large government web applications for the Independent TSO in Croatia and the Croatian Railways operator (HŽ Infrastruktura).
- Developed and maintained in-house component libraries using Storybook, React, Vue, and TypeScript across multiple projects; tested with K6 and Playwright.
- Mentored other developers.

04.2018 - 10.2018

#### Software Engineer

Omega Software, Zagreb

C# · .NET · SQL · Git

- Developed and maintained several established production applications.

### Education

2021 - 2023

#### Master's degree

Zagreb University of Applied Sciences

Engineering in Information Technologies

2018 - 2021

#### Bachelor's degree

Zagreb University of Applied Sciences

Computer and Information Sciences

2014 - 2018

#### High school

Technical School Ruđer Bošković

Computer technician

### Languages and license

Languages

**Croatian** (Native), **English** (Fluent, American accent)

Driving license

B

# Projects at Adnet

Client projects I worked on as a Software Engineer at Adnet - Končar Group.



### Route Ordering Software

2023 - 2026

For the Croatian Railways Operator (HŽ Infrastruktura), Digital Workflow Application

**Core Full-Stack Developer and Maintainer**

Technologies hidden under a non-disclosure agreement (NDA).

- Developed, delivered, and maintained a high-concurrency distributed production system.
- Played a key role in architecture planning and implementation on a team of 7+ developers.
- Worked across a broad, interconnected network of failover APIs and proxies underpinning a highly available distributed system.
- Implemented two-factor authentication.
- Implemented lazy-loaded authentication guards.
- Implemented role-based authorization walls.
- Monitored and optimized performance for high-concurrency scenarios.
- Implemented hot-path caching.
- Contributed to backend development, focusing on performance optimization and system stability.
- Implemented custom frontend functional components.

### Energy Market Applications

2022 - 2026

For the Croatian TSO, Market Management System

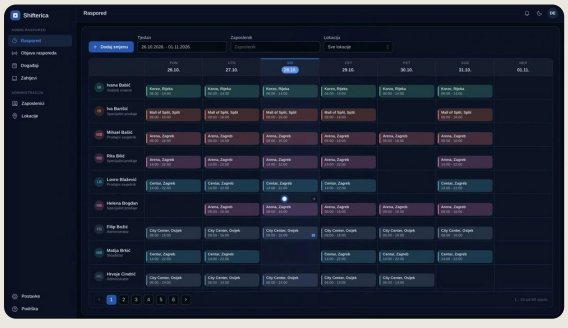
**Full-Stack Developer**

Technologies hidden under a non-disclosure agreement (NDA).

- Developed and maintained a web-based Market Management System for ENTSO-E scheduling, capacity management, reserve resource tracking, and settlement processes, continuously enhanced under an agile framework contract.
- Developed multiple frontends using microfrontend and submodule architectures, and maintained shared component libraries.
- Contributed to the development and deployment of backend services.



# Personal Projects



### Worker Shift Management App

Personal project · Solo Full-Stack Developer

React | .NET | PostgreSQL | SQL | LINQ | Chart.js

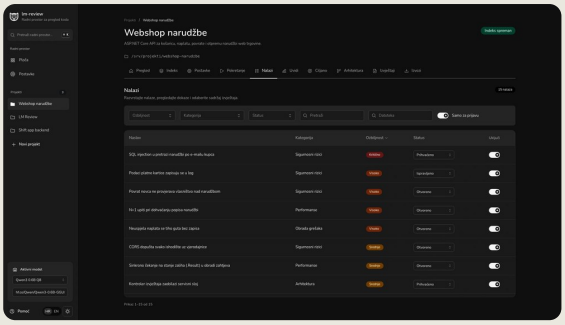
- Built a worker-facing app for viewing and managing shifts.
- Built an employer-facing scheduling app for planning and assigning shifts.
- Implemented a hybrid login: an employee account can unlock partial employer functionality through a manager mode.
- Implemented Kanban-board-based shift planning.
- Built a calendar system for tracking per-location events (e.g., parties) on specific dates to inform shift staffing.
- Implemented shift request and handover logic for trading and reassigning shifts between workers.
- Built vacation planning and approval workflows.
- Implemented shift absence tracking.
- Built shift statistics dashboards with Chart.js.

Want to see it in action? Schedule a meeting and I'll demo it. ;)

## Local LLM Code-Auditing Tool

Personal project · Solo Full-Stack Developer

React | C# | .NET | LM Studio | Ollama | Gemma | Qwen




- An auditing tool for detecting code missteps and faults, powered by large language models running entirely locally on my machine.
- Runs fully contained on my own system, no code or data ever leaves it.
- Swappable local models (Gemma, Qwen, and others) served through LM Studio and Ollama.
- I use the tools I make: I built this one for myself, to make sure everything I ship is bulletproof.

Want to see it in action? Schedule a meeting and I'll demo it. ;)



## AI Content Farm

Personal project · Solo Full-Stack Developer

Node.js | Puppeteer | Google Gemma | Qwen | LM Studio | Ollama | ElevenLabs | FFmpeg

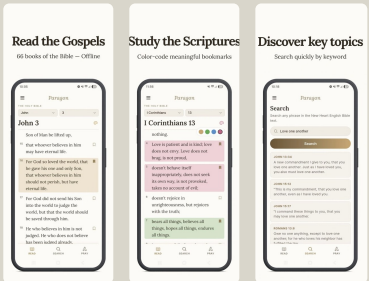
- Automated a full short-form content pipeline: one button press produces a finished TikTok / Instagram Reels / YouTube Short, start to finish, for Paragon, a daily Bible app I built.
- Used Google Gemma and Qwen, served locally through LM Studio and Ollama, to generate a 90-second script in which the AI reads a Bible passage and reflects on it.
- Drove a Puppeteer-controlled headless Chrome instance to record the app as if a real user were reading and interacting with it.
- Converted the generated script into a natural voiceover with ElevenLabs.
- Merged the screen recording, voiceover, and script into the final video using FFmpeg.

Want to see it in action? Schedule a meeting and I'll demo it. ;)

## Paragon: Bible and Prayer Tool

Personal project · Published on Google Play · Solo Full-Stack Developer

React | TypeScript | CapacitorJS (Android)




- Built and published a daily Bible and prayer app for Android, live on Google Play.
- Implemented offline reading of 66 books of the Bible with keyword search across the full text.
- Built color-coded verse bookmarking, a bookmarked-verses list, and a prayer-reflection journal.
- Implemented a prayer timer that tracks time spent in prayer alongside optional written reflections.
- Built a home-screen widget that surfaces a Bible verse on a set schedule, plus configurable push notifications (twice-daily, daily, or weekly) for verse reminders.
- Implemented full dark mode support.

Google Play: play.google.com/store/apps/details?id=net.feyton.bible_tool

# Volunteer and Hobby Projects

### Charity Developer

06.2021 - 06.2023

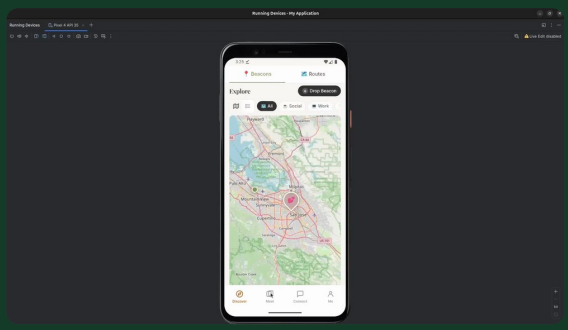
Volunteering · Zagreb University of Applied Sciences

React | TypeScript | Spring | Java | Git

Led a volunteer team of student developers in the creation of a custom Content Management System for Croatian elementary schools.

### Tinder for Nomads

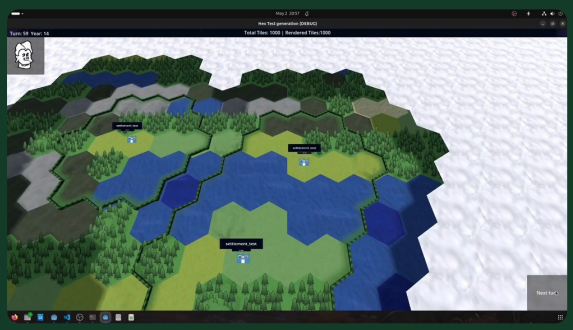
RevenueCat One-Month Hackathon · Full-Stack Developer



React | CapacitorJS (Android and iOS) | TypeScript | NestJS | SQL | Git

- Built a swipe-based matching system.
- Built a beacon-on-Leaflet matching system.
- Implemented chat and group chat with socket integration.
- Deployed the application to an Ubuntu VPS.
- Integrated RevenueCat payment processing.
- Implemented a login system with Google and Apple sign-in support.

Demo: youtube.com/watch?v=bwaD-l5QaPs



### 4X Civilization-Like Game Prototype

One-Month Game Jam · Game Developer

C# | Godot 4 | SQLite

- Implemented Perlin-noise terrain, biome, and elevation generation in C#.
- Implemented pathfinding on a 2D hexagonal-tile matrix.
- Built world wrapping for infinite horizontal camera movement.
- Created a SQLite database of randomly generated humans and a DNA system.
- Implemented 2.5D graphics.
- Built a settlement expansion system covering development, food stockpiles, residents, governor selection, and overlapping border graphics.

Demo: youtube.com/watch?v=HZEJxye55rY

## Contact

Want to see any of these projects in action, or talk about a role? Write to me and I'll get back to you.

Contact me

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