Maya Nedeljković Batić — Senior Software Engineer

github.com/mayacoda · linkedin.com/in/mayandljk · mail@maya-ndljk.com · maya-ndljk.com

I'm a senior software engineer based in Belgrade, Serbia with extensive experience in developing and maintaining robust, client-centric web applications using JavaScript. I have strong communication and collaboration skills, having successfully worked in cross-functional teams both on-site and in a fully distributed environment. I am confident in tackling technical challenges, be they in code, architecture, or processes. I have contributed to and maintained open source projects, and I find the community aspect of open source especially rewarding. I also have a passion for computer graphics and enjoy exploring what is possible in the browser.

SKILLS

Experienced — JavaScript, CSS, HTML, TypeScript, Vue 2 & 3, React, Node.js, RxJS, Jest, Vite, Three.js, WebGL, Canvas, build systems, testing, team programming, remote work, performance profiling and optimization

Knowledgable (previous experience) — Electron.js, Angular, Webpack, Socket.IO, Lit and web components, cross-browser compatibility, end-to-end testing frameworks

EXPERIENCE

Senior Software Engineer @ **Labelbox** (Dec 2022 - present)

Data curation and training platform for AI. I worked on the labeling experience, including creating custom tools, improving performance, and bolstering architecture.

React • TypeScript • Redux • Jest • RxJS • Canvas • WebGL • WebAssembly • Nest.js

- Implemented custom Photoshop-like tools to enable a more frictionless labeling experience for labelers, including brush, fill, and magnetic snapping pen tools.
- Improved performance of computer vision algorithms on large images by using web workers, Rust, and WebAssembly.

Senior Software Engineer @ **BRYTER** (Nov 2018 - Dec 2022)

Expert knowledge automation software with intuitive no-code tools. I worked on module (decision tree) editing, rich-text content generation, no-code language design, and improving platform extensibility.

Vue 2 & 3 • TypeScript • Node.js • Vuex • Pinia • Jest • Vue Testing Library • Vite

- Implemented module editing and execution features by **building frontend components** and **implementing functionality in Node.js**. Added **component, unit and integration tests**.
- **Improved performance by profiling** critical user paths and refactoring bottlenecks.
- Migrated codebase to TypeScript.
- **Made key design decisions** in architecting BRYTER's no-code language to enable flexibility and extensibility.
- **Significantly improved stability** and test coverage for an incident-prone system, giving developers confidence in making changes to the system.
- Designed, prototyped and implemented an alternative extension point for quickly testing new functionality, **enabling faster feedback cycles for pre-sales** and product development.

- Worked closely with product management, design and QA to align roadmap and technical vision.
- **Facilitated and presented** in engineering and company-wide open space events and discussions.
- **Mentored** other developers in TypeScript, refactoring, and technical excellence.

Software Engineer @ Seven Bridges Genomics (Mar 2015 - Dec 2017)

Platform for creating and executing bioinformatics workflows in the cloud. In addition to feature work, I worked on an open-source IDE for the Common Workflow Language (CWL) called the Rabix Composer and developed a data model library for the language called CWL-ts.

Angular2 • TypeScript • Electron • RxJS • Reactive Programming • Mocha • Chai • Node.js • AngularJS • Backbone

- **Acted as a domain expert** for CWL, abstracting knowledge of the language into a data model library for other developers to use.
- Proposed and implemented features in both the data model library and in the graphical IDE.
- **Led a team of four developers**, liaising between them and product/project management, design, and QA. Organized and facilitated weekly sync meetings.
- Shipped desktop Electron app in Linux, Windows and macOS builds.
- **Presented the CWL-ts library at the Bioinformatics Open Source Conference 2017**. Video available on YouTube.
- Participated in the CWL open source community by reporting logical errors in the language and engaging in discussions about the language's future.
- Facilitated Seven Bridges sponsored CWL workshops and participated in CWL community hackathons.

Frontend Developer @ Devana Technologies (acq. by GoDaddy) (Oct 2013 - Feb 2015)

Main product is ManageWP, a WordPress management tool. I worked on several in-house prototypes, the ManageWP Blog WordPress theme, and a platform rewrite in AngularJS called ManageWP Orion.

AngularJS • GruntJS • Bower • SASS • jQuery • PHP • WordPress • Bootstrap • LESS • Ember.js • Node.js

- Developed proofs-of-concept, with varying levels of completion and fidelity, often with new technologies.
- Worked closely with an externally hired designer to create the ManageWP Blog as a custom WordPress theme.
- Built features in AngularJS and jQuery, wrote and improved styles in the product.
- Collaborated with backend developers in API creation.

EDUCATION

Faculty of Information Technology Metropolitan University
(2014-2021) BSc. in Game Development

Faculty of Fine Arts University of Arts, Belgrade
(2011-2014) BA. in Painting *(enrollment terminated)*

Other: I enjoy coding visual affects in Three.js, writing shaders, 3D modeling in Blender, weight training, sewing, and having too many plants.