



I am Klemen.

I do Web Stuff.

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Core Skills

- A diverse set of programming experience in desktop, web and embedded development
- Impeccable knowledge of modern JavaScript, HTML5 and CSS3 in various browsers
- Practical graphics design skills (Adobe Certified Expert)
- Production experience with Node.js, .NET and PHP
- Test-driven development, functional programming and systems analysis
- 8+ years of experience with agile project environments
- 4+ years of experience working in remote office environments
- Strong presentation and writing skills (Adobe & Microsoft Certified Trainer)

Summary

I've been a software developer for over 16 years. I'm a strong proponent of open source, TDD and humane work environments. Lately I've been focusing more on front-end web technologies, but I always keep an eye out for interesting projects I can sink my teeth into.

Language Experience

JavaScript (12 years), PHP (9 years), SQL (8 years), C# (5 years), Bash (4 years), ActionScript (1 year), CoffeeScript (4 years), LESS/SASS (4 years), Processing (2 years), TypeScript (1 year), C (<1 year), Ruby (<1 year), Python (<1 year), Rust (<1 year).

Platforms, Frameworks and Libraries

Cross-browser web (14 years), Linux (8 years), Adobe Suite (8 years), Git (6 years), Subversion (5 years), Node.js + NPM (5 years), Backbone + Handlebars (5 years), Browserify (4 years), .NET/Mono (4 years), Autoprefixer (2 years), Symfony (4 years), WordPress (<1 year), React (<1 year), Polymer (<1 year).

Selected Work Experience



Lead Software Developer

Celtra (2011-2016)

[Ljubljana, Slovenia and San Francisco, California]

Most recently, I worked for Celtra in the Ad Delivery Team. My task was to develop, maintain and debug the rich media experience that powers ad display on various browsers and devices.

In addition to this core development role, I initiated and managed the **experimental program** that enabled fast iteration of prototypes and produced [a number of successful creative formats](#). This process also enabled us to develop production-ready formats in **a matter of days** rather than several weeks as was the case in the past.

I spent considerable time researching browser internals and graphics glitches in order to produce a set of guidelines for developers. As part of this initiative, I held regular meetings with the teams to share these insights, which helped decrease the number of client-facing bugs by roughly **80%**.

Tools and Technologies Used

- Backbone, Browserify, Handlebars, Raphaël, Autoprefixer, Polymer, React, SASS/LESS
- Node.js, PHP + Apache, nginx
- MySQL, Mongo
- AWS, S3
- Chrome, Firefox, Safari and IE developer tools, remote mobile debugging tools
- Charles Web Debugging Proxy
- SVN, Mercurial, Git, GitHub
- Mac OS X, Windows, Debian Linux + VirtualBox
- Adobe Creative Cloud
- Remote collaborative tools (join.me, Google Docs, Hangouts, etc.)

Skills Learned

- Agile project management and remote working environments
- Systems architecture
- Code compilation, transpiling
- Complex code analysis and mitigation
- JavaScript and browser performance optimization
- Security and interoperability

Highlights

- Developed the core of the ad management interface (Browserify, Backbone, Handlebars)
- Developed and maintained the **mobile ad runtime** (proprietary JavaScript), including the server-side compilation from JSON representations of the creative
- Worked in a distributed development environment between **San Francisco, New York, London and Ljubljana**
- Produced internal training and onboarding material, webcasts, documentation and worked directly with clients to produce custom solutions and train them
- Developed a set of guidelines and best practices for rich media development in web browsers and SDKs

Selected Work Experience



Trainer and Developer

Kompas Xnet (2008-2011)
[Ljubljana, Slovenia]

Tools and Technologies Used

- .NET Framework, ASP.NET MVC, MSSQL
- Silverlight
- WPF+XAML, WinForms
- Windows Azure
- MS Visual Studio 2010 and 2013
- Eclipse
- SVN, Git, Visual SourceSafe
- Chrome, Firefox, Safari and IE developer tools
- Windows
- Adobe Creative Suite

Skills Learned

- Graphic design and desktop publishing
- .NET Framework and Windows desktop/web development
- Copywriting
- Teaching
- Microsoft Office, .NET, Windows and Adobe certification

Before Celtra, I worked for Kompas Xnet, a Microsoft Partner company where I attained **Certified Trainer** status for Microsoft and Adobe products. I taught the official Microsoft curriculum to clients attending the developer courses and I developed and taught a custom course for Adobe products based on their official training books and materials.

In my role as developer, I was tasked with frontend development for a series of **client websites** and desktop applications in **Silverlight**, **WPF**, and **Windows Forms**. Most notable was a rewrite and redesign of **BTC-City**, the largest merchant centre in Slovenia. I coded the cross-browser design and the **widget framework** that integrated with ASP.NET MVC which I later released as an [open source project](#).

The position also enabled me to develop my **graphics design skills** that I applied to the redesign of the company's website. As a newly forged designer in the company, I also edited and produced their [paper magazine Pika](#) using InDesign, Photoshop and Illustrator.

Highlights

- Developed exceptional presentation and tutoring skills
- Worked on a number of client projects, producing several desktop applications and websites
- Worked closely with Microsoft developer evangelists working on cutting-edge preview technology at the time (**Azure**, **Silverlight**, **WPF**, **ASP.NET MVC**)
- Gained considerable insight into desktop publishing and digital printing technologies as editor and designer of a paper magazine
- Honed my skills as graphic designer in a commercial setting

Selected Work Experience



Junior Systems Engineer

Httpool (2007-2008)
[Ljubljana, Slovenia]

Tools and Technologies Used

- jQuery, custom built plugins
- PHP5 + Symfony framework, Propel & Doctrine ORM
- MySQL
- Eclipse, Aptana
- Ubuntu & Debian Linux, Windows/VirtualBox

Skills Learned

- Software design patterns
- Linux command-line scripting
- Virtualization
- Software design patterns
- Large-scale software versioning & code management
- i18n and l10n

After Tobonet and its ToboAds IP was bought by Httpool in 2007, I rejoined the team to work on their advertising platform as a junior systems engineer, working on the delivery backend, frontend code and the ad management interface built in Symfony using jQuery and some auxiliary plugins.

During that time, I had the opportunity to work on complex server-side code that matched ad views with keywords, worked on keyword extraction services and developed cross-browser ad display code that guaranteed compatibility with the vast majority of browsers at the time. It also gave me the chance to work with translators to build a more user-friendly editing experience and tools to help i18n and l10n inside the ad management application.

As side projects, we developed plugins for injecting ToboAds into popular blogging platforms (like WordPress) and content management systems which we published as open source at the time.

Highlights

- Worked on high-concurrency, high-load server-side code
- Experimented with and developed JavaScript code that ran fast & reliably on every major browser in the 98th percentile
- Experimented with different approaches to keyword matching using SVM, statistical methods and lexical analysis
- Worked on code that fairly distributed ad view earnings across advertiser and publisher accounts
- Had first-hand experience porting PHP4 code to PHP5 which was released during my work there

Selected Work Experience



Frontend Software Consultant

Noovo (2008)
[Ljubljana, Slovenia]

During my work at Httpool, I was called into the sister company Noovo for a couple of months to assist with developing and optimizing their widget framework and load times on their social web application. We managed to achieve that goal by creating a snappier and more responsive experience for the end user.



Lead Developer

Oxylus (2006-2007)
[Ljubljana, Slovenia]

I developed a software package that helped managed the company's entry into Internet domain registration and management by automating the DNS registration procedure. I also worked on a client project coding and redesigning a website with CMS capability.



Software Developer

Tobonet (2006)
[Ljubljana, Slovenia]

I worked on several legacy client projects in PHP and assisted with early development on the ToboAds ad network, which was later acquired by and rebranded into Httpool.

Education

Skills Learned

- STEM subject specialization
- Graduated with 28 points
- Participated in parliamentary debate, represented Slovenia in World Debate Championships
- Participated in Theater Sports
- Academic paper publishing
- Learned English & German

Skills Learned

- Bioinformatics — processing large data sets for gene sequence alignments
- Further academic publishing and collaboration
- Familiarity with chem-/bio-laboratory procedures and protocols
- Clean-room, biologically sensitive and hazardous environment handling

High School

Gimnazija Vič (1998-2002)

During high school I had the opportunity to participate in many **STEM-related competitions** (chemistry and physics) and won several awards. As part of my STEM education, I also produced two research papers at the Jožef Stefan Institute on the topic of rare-earth magnets.

Outside of my academic work, I was very active in the school's **debate community**, eventually qualifying for the national debate team representing Slovenia at the **European and World Championships in 2001 and 2002**, respectively. In my fourth year, I also joined the school's **Theater Sports troupe**.

College

[University of Ljubljana, Faculty of Chemistry and Chemical Technology](#) (2002-2006)

I studied **Biochemistry** at University of Ljubljana, making it through the 3rd year before deciding to drop out. During this time, I was already working full-time on several IT-related projects which made me reconsider devoting any more time to furthering my studies. It still remains one of the most interesting topics personally, but has since fallen out of favour as my primary career choice.

Additional Qualifications

- 3+ years experience teaching kids and adults inline rollerblading and ice skating
- Have had a drivers licence since 2004
- Extremely proficient English speaker
- 9+ years experience in theatre production as actor, director and sound/lights engineer
- Familiar with non-linear video editing and visual FX, 3D modelling, procedural content generation, game development

Personal

I enjoy spending my free time exploring scientific subjects, practical DIY projects, arts & crafts and staying healthy with an ample dose of exercise.

I love to further my knowledge of mathematics in the service of programming, as it enables me to have a much clearer understanding of the task at hand and the product I'm building. I regularly explore other languages and paradigms that seem promising, never being content with the status quo.

To balance the left and right halves of my brain, I regularly level up my drawing and design skills with interesting challenges, which led me to explore game design and production. Most finished games were web-based, but I'm focusing my efforts into employing Unity to avoid having to write game engines all the time. I'm also learning Blender for 3D modelling and animation, which will hopefully lead to interesting developments in the future.

I play keyboards, guitar and bass guitar. Sadly not very well anymore, it's been a while since I've gotten my hands on them. I would love to play and sing more.

For exercise, I prefer CrossFit and Olympic weightlifting.

I frickin' hate cardio.

Call me! <3

