

I am a Senior Software Engineer especially interested in building magical mobile experiences, scaling systems up, and shipping reliable applications. I am a good mentor and have several years of experience leading a smaller team on different projects. I enjoy designing a maintainable and scalable codebase with appropriate tests and monitoring it in production.

Technologies and Languages

- Languages: Java, Kotlin, Typescript
- Technologies: Android, Angular, NodeJs (Express), MongoDB, MySQL, BigQuery, Git (GitFlow)
- Other: Data structures and algorithms, AdTech, Frontend

Work Experience

Senior Software Engineer Android Lead (fully remote)	Playgap	Mar 2024 – present
<ul style="list-style-type: none">• Created the Android Ad SDK used by publishers like Outfit7, TapNation and others, with 100k DAU in the first two months after release.• Optimized the SDK from memory and CPU standpoints through periodical profiling.• Monitored Android performance through analytics events and made decisions based on data.		
Senior Software Engineer Core Product team - Team Lead (fully remote)	Turtl	Feb 2022 – Mar 2024
<ul style="list-style-type: none">• Became Frontend Team Lead in a team of 6 engineers in Nov 2023.• Created PDF-to-Turtl importer which was the most requested feature from clients in company history with tools from OpenAI, Adobe, Mozilla, AWS Rekognition (1 year development).• Doing both Frontend and Backend tasks (Fullstack) in Angular, NodeJs (Express), AWS Lambdas.• Worked on implementation of custom adapters and UI for core Turtl product CK5 Editor integration.		
Senior Software Engineer Co-founder (fully remote)	HomeClinico	Oct 2021 – Jan 2022
<ul style="list-style-type: none">• Created the architectural design of the Mobile app and created Android from scratch. Used sensors, augmented reality, Kotlin, Room, and Android Studio Profiler to check the performance.• Created a WordPress/WooCommerce site and optimized the speed by 55% with caching, media compress, and DNS.• Integrated Billing and Analytics support to Wordpress/WooCommerce and Android and monitored the traffic.		
Senior Software Engineer AdTech team - Android	Outfit7	Jan 2021 – Oct 2021
<ul style="list-style-type: none">• Lead Project and Android Engineer of the in-house Consent Management Platform with worldwide legislation support (GDPR - TCF v2.0, COPPA, CCPA) (1 year). Outfit7's whole user base (700M users) had to interact with it. Lead a cross-platform dev team (iOS, Backend, and Frontend) with constant communication with the Legal team. Used Kotlin, architectural patterns, automated tests (unit, integration), events/revenue/crashes monitoring.• Mentored 3 newcomers on the internal Ad Library and the basics of Mobile Advertising until full proficiency.		
Software Engineer III AdTech team - Android	Outfit7	2018 – 2021
<ul style="list-style-type: none">• Lead Android Engineer of the complete Ad Library refactor to support Mobile Headerbidding Advertising (2 years). Used Java, architectural patterns, multithreading, tests (80% CC). Shipped to all Outfit7 apps or 100M daily users.		

- Created a Server-to-Server Ad creative (static, video, enriched video) rendering engine within WebView (**6 months**). **Introduced Kotlin** to the AdTech Android team which became the default language for all future projects.
- Head Android code performance checker/debugger (memory, CPU, leaks) of the multithreaded Ad Library with the Android Studio Profiler. Reduced memory crashes by **10%** and advised external SDK partners on code optimizations.
- Integrated Gameloft rewarded playable Server-to-Server ads and debugged their HTML/Javascript Ad creatives.
- Have worked fully remotely since **March 2020**. The personal efficiency increased greatly.

Software Engineer II

Outfit7

2016 – 2018

AdTech team - Android

- Head Android and iOS Server-to-Server Ad integration engineer. Collaborated with **10 external** partners and was their main technical contact. Used Java, JavaScript, and HTML for Ad integration.
- Created the **first** HeaderBidding proof of concept and presented it to an external partner MAX (bought by Applovin)
- Created a Banner Ad identification system for detecting ad providers of inappropriate ads from screenshots. Used by the QA, AdOps, and Customer Support departments. Used Java and custom algorithms to create a web app.
- Monitored revenue/KPIs for the whole AdTech Android traffic **daily**. Used BigQuery and MySQL.

Junior Software Engineer

Outfit7

2015 – 2016

Native team - Android

- Complete UI refactor of Talking Tom 1 Android game shipped to **500.000** users and added Android TV support.
- Created 2 minigames for the Talking Tom 2 Android game, played by 200.000 users.

Junior Android Engineer

Infinum

2015

Slovenian Android team

- Created 2 Android apps for external clients used by **10.000** users.
- Collaborated with **remote** cross-platform teams (Frontend, iOS, designers, product managers) and external partners.

Education and Certifications

- **B.Sc. Computer Science**, Faculty of Computer and Information Science, Ljubljana (25/30 subjects) **2014 – dropout**

Projects

- **Programmer's Guide Slovenia** is a collection of useful Slovenian Developer Facebook group posts, resources, and meetups that help kickstart the career of new programmers. The project reached **150+** stars on Github and is used by more than **1.000** programmers and non-technical people. See the source on [Github](#).
- **Broccoli** - Slovenian real estate scraper for personal use. Modern API design principles and concepts with Java backend and a **Kotlin** Android app. See the blog post on [my blog](#).
- **DrinKing** - a prototype for an automatic beer dispenser with an Android app payment system. Used **Python** (Flask) for RBPi client-side, JavaScript/HTML/CSS for user interface, and Java for the backend. Check more on it on [my blog](#).
- **CountOnMe** - a sophisticated item counter. The app was made in **Flutter** (Dart) and the Android app was submitted to the Google Play store. As part of Flutter, it uses best practices in declarative programming. More on [my blog](#).
- **Technical blogging** on [mihanovak1024 blog](#). Popular articles include *The Evolution Mobile Ads* and *First Startup Experience*.

Interests

- **Volunteer Firefighter** with 20 years of membership
- **Inline Hockey** player with a local inline hockey team (2018 champions of Slovenian 2nd league)