



# Stefan Radenkovic

Software Engineer & Digital Artist

## CONTACT

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## LINKS

- LinkedIn: stefan-thadeus-radenkovic
- ArtStation: stefan-thadeus-radenkovic
- Github: stefanthadeus

## CORE SKILLS

### Languages & Scripting:

- JavaScript
- TypeScript
- Python

### Frameworks & Libraries:

- React.js
- Next.js
- Node.js

### Databases:

- PostgreSQL
- MongoDB

### Testing:

- Cypress
- Playwright

### Other tools:

- Git
- Docker

### Operating systems:

- Linux
- Windows

## ABOUT ME

Software Engineer with 4+ years of experience developing scalable web platforms, user-facing features, and third-party integrations. I combine strong engineering skills with UI/UX, graphic design, and 3D modeling to create effective solutions.

## EDUCATION

University of Belgrade, School of Electrical Engineering  
Software Engineering 2017

Grammar School in Lazarevac  
Natural Sciences and Mathematics department 2013 - 2017

## WORK EXPERIENCE

**upp** Software Engineer 2023-PRESENT  
*Uppfirst · fulltime*

Contributed across the platform, building complex, high-performance, reusable components with clean, maintainable code for landing pages, dashboards, storefronts, purchase flow, order management, subscriptions, and email features. Delivered high-profile NICKI MINAJ x LØCI event features, including a landing page with countdown and newsletter subscription, and custom seller themes.

- TypeScript
- React.js
- Next.js
- MUI
- Motion
- React Hook Forms
- Zod
- Date-Fns
- SendGrid
- MJML
- Stripe
- Playwright
- GraphQL
- Prisma
- PostgreSQL
- Docker

**Logeecom** Software Engineer 2022-2023  
*Logeecom · fulltime*

Developed and maintained e-commerce integrations such as CleverReach, Mollie, Sendcloud, and ChannelEngine for platforms like Shopware, Prestashop, Magento, and WooCommerce, as well as contributed frontend development for a CMS (Holcim) and a startup website (Pasiondo).

- TypeScript
- React.js
- Node.js
- SCSS
- PHP
- Apache
- MySQL
- Docker


**levi nine** Software Test Engineer 2021  
*Levi9 Technology Services · internship*


Attended internship with focus on web application testing and test automation, as well as familiarizing with project management and bug tracking software.


- JavaScript
- Cypress
- Postman


## LANGUAGES

Serbian  *native*

English  *fluent*

Armenian  *conversational*

French  *intermediate*

Russian  *elementary*

Japanese  *elementary*

Spanish  *elementary*

## SOFTWARE

Productivity tools:

- Microsoft Office
- Google Workspace
- Jira
- Slack

UI & UX design:

- Figma

Graphic design:

- Photoshop
- Illustrator
- Lightroom
- Canva

Video editing:

- DaVinci Resolve

Audio Editing:

- FL Studio

3D modeling:

- Blender
- Substance Painter

## NOTABLE PROJECTS

3D Product Configurator

[JavaScript](#) [React.js](#) [Three.js](#) [Valtio](#)

[Fiber](#) [Drei](#) [Maath](#) [Motion](#)

Video Games

[C++](#) [Unreal Engine](#) [C#](#) [Unity](#)

E-Commerce Web App

[TypeScript](#) [React.js](#) [Next.js](#) [Auth.js](#)

[Prisma](#) [PostgreSQL](#) [Stripe](#) [Tailwind](#)

Operating System Kernel

[C++](#) [Assembly](#)

Compression Algorithms

[Java](#)

Optimization Algorithms

[Python](#)

Fitness Activity Mapper

[JavaScript](#) [Leaflet.js](#)

## DESIGN & CREATIVE EXPERIENCE



UI & UX | Graphic Designer

2024

*Upwork · freelance*

Enhanced Shopify stores by translating client needs into clear, functional designs and creating product ads for Meta campaigns.



Art Director

2023-2024

*ENGAGE GameJam · volunteer*

Co-Founder and head designer in charge of project branding, publications, promotional materials, 3D art, web design and development.



3D Artist

2021-2022

*Freepik Company · freelance*

Freelance artist, producing customizable 3D assets and renders.



3D Design Instructor

2022

*BEST Design Week · volunteer*

Held a week-long workshop in 3D modeling in Blender.



Publications Coordinator

2021-2022

*JobFair 21 · volunteer*

Event organiser and head designer in charge of all related publications and promotional merchandise, and UI & UX designer of the 2D and 3D platforms.



Publications Coordinator

2021

*EESTech Challenge · volunteer*

Event organiser and head designer, in charge of all related publications and promotional merchandise, as well as design and coding of the CTF platform.



3D Artist

2016-PRESENT

*Blender · freelance*

Video game asset creation, architecture visualization and asset pack creation, product design for 3D printing.