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Work Experience

January 2018 – now **Technical team lead at Hippo Technologies**

- Coaching current team leads within the company.
- Optimizing processes and efficiency of the whole engineering department.
- Spending 50% of the time implementing features.

April 2015 – December 2017 **Technical team lead at Toptal LLC**

- Technical and product lead for a team of 7 crossfunctional developers.
- Managed the full lifecycle of replacing an external meeting scheduling tool with a more powerful internal solution by filling a dual role of technical team lead and product manager. I gathered requirements, created a product roadmap and oversaw entire technical implementation, contributing many critical low level pieces of code myself.
- Worked on building, from scratch, an internal BPM solution, first as an engineer and later as a technical team lead. Implemented proper Kanban practices and worked with the team to resolve internal conflicts and double team velocity within 6 months of taking leadership on the project. Contributed key pieces of engine code.
- Conducted over 500 candidate interviews for positions of: backend developer, team lead and engineering manager.

Sep 2013 – April 2015 **Senior Software engineer at Toptal LLC**

- Implemented vertical slices of functionality with follow-ups based on feedback.
- Worked as the only backend developer with a team of frontend developers to ship complete public website redesign including refactoring large parts of the backend.
- Implemented most of the api backend, parts of single page React based frontend application and the desktop component of TopTracker application.
- Conducted large scale refactorings and improved performance of critical pieces of Toptal's main product.

Nov 2011 – Sep 2013 **Software engineer at Labtiva Inc.**

- Full stack development of the primary product, ReadCube.
- Taking care of all aspects of introducing features, from requirements to deployment.

Nov 2009 – Nov 2011 **Programmer and Project Manager at Drap d.o.o.**

- Fullstack development, production servers maintenance (Amazon AWS and Heroku). Responsible for technical direction within the company.

2008 – 2009 **Programmer at Drap d.o.o**

- Implemented Facebook applications with Ruby on Rails.

2003 – 2005 **Core programmer on Urban Jungle 3D game**

- <http://uj.dir.hr>: award winning 3D educational software built with Delphi and DirectX.

Education

2003 – 2009: dipl. ing. of Mathematics (Masters equivalent in Croatian edu. system) University of Zagreb, Faculty of Natural Sciences – Mathematical Department (Mathematical Engineering degree)

2001 – 2003: Forest School, London (A – Levels: Maths, Physics, Chemistry, Informatics)

1999 – 2001: High school of Andrija Mohorovičić, Rijeka

Technologies with at least 3 years production experience: Ruby, Ruby on Rails (extensive experience with the entire ecosystem), PostgreSQL, Javascript, MySQL, Backbone.js, AWS, DirectX, Delphi

Best at: Ruby, Ruby on Rails, PostgreSQL, Javascript

Methodologies used in professional capacity: Agile, Scrum, Kanban, Pair programming, TDD, BDD, Prototyping, Usability testing

Learning (in my spare time): Elixir, Clojure, Machine learning

Academic Achievements

2009 - Finished university with highest overall grade within top 10% in my year.

2002 - Came 6th in the UK national programming competition to select UK IOI team.

2001 - Won Bronze Medal at the Central European Olympiad in Informatics.

2000 - Accepted to Mensa.

Other Interests: Real time 3D computer graphics, Mathematics, Logic, Marathon and Trail Ultra running, Hiking, Sailing.

A bit more on current professional interests: I specially enjoy taming complexity related to business rules. Unlike natural rules, business rules are made up and often have inherent complexity, coming from the fact that they may not be internally consistent. I enjoy extracting proper underlying domain definitions and reflecting them correctly in code structure.