



Ivan Pupinoski

IT Internship & Job

Contact

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Education

- 2022(september) - Ongoing
 - (FINKI) Faculty of Computer Science and Engineering Skopje, Macedonia
 - Field of expertise:
Application of Information Technologies
- 2018(june) - 2022(september)
 - (NIKO NESTOR) Secondary School:
Niko Nestor - Struga, Macedonia
 - Field of expertise:
Economic-Legal and Trade Program
 - Graduated with excellent academic performance

Skills

- Back-End Technologies
 - ASP.NET MVC
 - Spring Boot
 - Django
 - ASP.NET Core
- Front-End Technologies
 - React
 - Bootstrap
 - JavaScript
 - jQuery
 - CSS3
 - HTML5

Profile

Education

I am a fourth-year student at the Faculty of Computer Science and Engineering, at the Ss. Cyril and Methodius University in Skopje.

Experience

Throughout my studies, I have gained solid knowledge of various programming languages, technologies, and development environments. I continuously work on improving these skills by developing practical experience through independent and group projects. As an individual, I excel in working independently, but I also thrive in team settings, where I take on the role of reliable team player and often a leader. In group projects, I frequently take responsibility and actively contribute to task execution.

Dedication & Development

The hands-on experience gained through lab exercises at university, along with my daily efforts to learn new technologies and concepts, help me grow and tackle challenges more effectively. My dedication and hard work are supported by continuous improvement and a strong desire to achieve high results.

</> Full-Stack Development

⚙️ Back-End Languages

- ✦ Python
- ✦ C#
- ✦ Java
- ✦ C++
- ✦ C

⚙️ Front-End Languages

- ✦ TypeScript
- ✦ JavaScript
- ✦ HTML | CSS | Bootstrap

🔗 Data Science & Analysis

⚙️ Web Scraping

- ✦ BeautifulSoup
- ✦ Selenium

⚙️ NLP & Transformers

- ✦ HuggingFace (BERT/GPT)

⚙️ Libraries & Tools

- ✦ Pandas
- ✦ NumPy

⚙️ Data Visualization

- ✦ Matplotlib
- ✦ Seaborn
- ✦ Missingno
- ✦ Plotly

⚙️ Machine Learning Frameworks

- ✦ Scikit-learn
- ✦ TensorFlow
- ✦ Keras
- ✦ Matplotlib
- ✦ PyTorch
- ✦ XGBoost

🗄️ Databases

⚙️ SQL

- ✦ MySQL
- ✦ PostgreSQL
- ✦ SQLite

⚙️ NoSQL

- ✦ MongoDB
- ✦ Redis

⚙️ Data Formats

- ✦ XML
- ✦ JSON
- ✦ CSV

📄 Microsoft 365 Apps

- ⚙️ Word
- ⚙️ Excel
- ⚙️ PowerPoint
- ⚙️ Notepad
- ⚙️ Outlook

🔗 Projects

🎮 Single & Multiplayer Game (Slide To Glory)

Completed In September 2025.

A complete Slide To Glory game that supports singleplayer (vs. bot) and multiplayer modes with real-time networking, user authentication, stat tracking, music integration, and online leaderboards. For this project I used: Python, Tkinter, WebSockets, Asyncio, JSON, HTTP/REST APIs, Threading, Audio processing, and etc..

- GitHub-Link: <https://github.com/iSqloud7/SlideToGloryGame-Project>

🔗 Scrum Knowledge Extraction & Semantic Processing Pipeline

Completed In September 2025.

Advanced NLP pipeline that extracts structured knowledge graphs from unstructured text using LLMs, featuring document distillation, semantic block processing, relationship extraction, and Neo4j database integration for knowledge visualization and querying. For this project I used: Python, LangChain, Ollama, iText2KG, Neo4j, PyMuPDF, YouTube Transcript API, Pydantic, Asyncio, and etc..

- GitHub-Link: <https://github.com/iSqloud7/DataScience-Project>

🔗 Project Management System

Completed In June 2025.

Full-stack web application for managing student projects at university, enabling professors to create and manage project topics while students can browse and select projects to work on, with team formation and project tracking capabilities. For this project I used: Spring Boot, React, PostgreSQL, Spring Security, JWT Authentication, Axios, REST APIs, Java, JavaScript, and etc..

- GitHub-Link: <https://github.com/iSqloud7/WebProgramming-Project>

</> Personal Portfolio Website (Official)

Completed In June 2025.

Interactive single-page portfolio website showcasing personal projects, skills, and experience with dynamic animations, audio integration, contact form functionality, and responsive design across multiple sections. For this project I used: HTML5, CSS3, JavaScript, ScrollReveal, Typed.js, EmailJS, and etc..

- GitHub-Link: <https://github.com/iSqloud7/isqloud7.github.io>

🎮 Time-Based Collection 3D Game (Steal The Treasure)

Completed In February 2025.

Developed a 3D treasure collection game where players race against time to gather all treasures before the countdown expires. Features dynamic gameplay mechanics, custom UI/UX design with themed fonts and colors, and a complete game loop including win conditions and replay functionality. For this project I used: Godot Engine, GDScript, Godot's node-based architecture, 3D environment creation, collision detection, timer systems, and etc..

- GitHub-Link: https://github.com/iSqloud7/---_VideoGameProgramming_---

🔗 Cloud & DevOps

🔗 Version Control

- 🔗 GitHub
- 🔗 GitLab

🔗 Containerization & Virtualization

- 🔗 Docker
- 🔗 Kubernetes

🔗 CI/CD

- 🔗 GitHub Actions
- 🔗 GitLab CI/CD
- 🔗 Jenkins

🎮 2D Multiplayer Combar Game (Spaceship Warfare)

Completed In January 2025.

Developed a real-time 2D local multiplayer spaceship combat game featuring dual-player controls on a single device, projectile physics, collision detection, and health management systems. Implemented complete game mechanics including movement controls, bullet firing, hit detection, and win/loss conditions with visual and audio feedback. For this project I used: Python, Pygame, 2D sprite rendering and image transformation, and etc..

- GitHub-Link: https://github.com/iSqloud7/---_VideoGameProgramming_---

🍴 C# Restaurant Management System (Take The Best Web App)

Completed In September 2024.

Full-stack web application for restaurant management featuring user authentication, menu display, and administrative controls built with MVC architecture. For this project I used: ASP.NET MVC, C#, Entity Framework, HTML5, CSS3, and JavaScript.

- GitHub-Link: <https://github.com/iSqloud7/TakeTheBestApplication>

🔗 AI Image Colorization Tool

Completed In September 2024.

Desktop application that automatically transforms black and white photos into realistic color images using deep learning and computer vision techniques. For this project I used: Python, OpenCV, TkInter, NumPy, PIL (Pillow), and Caffee.

- GitHub-Link: https://github.com/iSqloud7/---_DigitalImageProcessing_---

🌐 CSS Personal Portfolio Website

Completed In July 2023.

An interactive portfolio website that highlights my journey as a software developer and computer science student. This is my first ever project. It features project presentations, a review of technical skills, and professional experience - all built with pure HTML, CSS, and JavaScript.

- GitHub-Link: https://github.com/iSqloud7/pupinoskii_portfolio

🌐 Languages

- Macedonian (mother tongue) ●●●●●●
- English ●●●●●●
- French ●●●●●●

" Save The Lake "

June - September 2021

Competition for Best Innovation among High Schools organized by:

- ✧ UPSHIFT
- ✧ UNICEF
- ✧ CEED-Hub
- ✧ Fond for Innovation and Technology Development
- ✧ Ministry of Education and Science

Link: <https://www.facebook.com/share/p/IAP3GJpvgR/>

Benefits:

- Participation with a team in workshops on social entrepreneurship.
- The Project "Save The Lake", for measuring the pollution of Lake Ohrid and transferring the data to a website for monitoring the situation.
- Our team was selected among the top 5 teams and received a state-funded grant for project implementation.
- Goal: Raising awareness for the protection of Lake Ohrid.

E d u c a t i o n a l T r a i n i n g

28.02.2025 - 01.03.2025

Skills for Successful Communication during the Interview Process for STEM Students

Training supported by:

- ✧ Horizont International, Skopje
 - ✧ National Center for Development of Innovation and Entrepreneurial Learning, Skopje
 - ✧ Treci Gabrijel, Zagreb - Croatia
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