


Aleks Blagojevich

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SKILLS

Languages

JavaScript, Typescript, Liquid, PHP, Dart, Python, SQL, HTML, CSS

Platforms

AWS, Heroku, Shopify, SquareSpace, WordPress.com, Vercel, Supabase

Mobile Development

React Native, Flutter

Development Tools

Google, VIM, VS Code, Git, Photoshop, Figma, Swagger, Docker, Cypress

Ecommerce Integrations

Optimizely, WooCommerce, ShipStation, GA, MailChimp, Klaviyo

Web Technologies

React, Redux, NodeJS, NextJS, Vue, Svelte, NuxtJS, SASS, MUI, Tailwind, Bootstrap, Semantic UI, Ant Design, Node, WebPack, Turbopack, NestJS, Laravel, WordPress

EXPERIENCE

Sincera

July 2019 - Present

Principal Engineer (Chief Code Ninja)

- Initiate technical strategies, plan, design, develop, test, deploy, and maintain complex systems in the fintech, ecommerce, and travel space.
- Work closely with organization leaders and stakeholders to develop product strategy, set product quality standards, onboard appropriate talent, and manage both timelines and deliverables.

TrueCar

August 2018 - July 2019

Senior Software Engineer II

- Planned, developed, and deployed a number of key features for core products within the TrueCar ecosystem including the Dealership Portal and Used Car Search.
- Worked with the data and product teams to increase conversions via multivariate tests.

DEFY Media

November 2015 - March 2018

Senior Software Engineer & Team Lead

- Reduced the workload involved in maintaining a large and centralized legacy CMS through the migration of that software onto a modern AWS infrastructure.
- Reduced tech debt by rebuilding core functionality in React and redux while maintaining support for editorial capabilities in production.
- As Team Lead, I was responsible for managing a team of on-site and remote developers across three different time zones and tech stacks - PHP, .NET, and Java.

DEFY Media

March 2012 - November 2015

Front End Developer

- Improved publishing of centralized content to multiple properties through extensive use of React, Redux, and custom built media management tools.
- Improved user engagement through real time interactive features such as live polls and in-stream video ad placements.
- Helped increase video views to over 100 million per month through the development of a proprietary video player.

Demand Media

August 2011 - February 2012

UI Engineer

- Helped grow user base through the development of new features for RSS Graffiti.
- Helped stabilize and harden the product's code base by introducing unit testing.

EDUCATION

San Diego State University

Class of 2006

Graphic Design

Had the good fortune to earn a full scholarship to play football at SDSU and pursue my dream of becoming a Pixar animator. However, I discovered my passion for web technology thanks in large part to a Digital Entrepreneurship class my freshman year.