Harun Kestendžić

Computer Science Student · Backend, AI and Software Engineering

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EDUCATION

Sarajevo School of Science and Technology (SSST) — Expected Jul 2028

BSc Computer Science, minor in Electrical Engineering · GPA 8.58/10 (B+) · Atlantbh Scholarship 2026

- **Coursework:** Data Structures and Algorithms, Object-Oriented Programming, Database Systems, Operating Systems, Cloud Computing, Networks, Data Mining

EXPERIENCE

FlyRank ↗ flyrank.ai — Oct 2026 – Present

AI Internship, Backend AI Engineering track · remote and self-paced, alongside studies

- Building RAG systems, AI agents and APIs with the Claude API and MCP, towards a capstone project

Orior Media ↗ oriormedia.com — 2025

Web Developer · team of two

- Built the WordPress site and careers pages for client JR Services (joyrideservices.com)
- Built parts of a driver applicant tracking system: React/TypeScript UI, Node.js/Express API, PostgreSQL

Alchemy Studio ↗ alchemystudio.dev — Nov 2024 – Aug 2025

Junior Game Developer · Unity, C#

- Built the full UI of an in-game Linux-style desktop OS (windows, apps, menus) for a simulation game
- Built a parts shop, PC crafting and item placement; earned a written recommendation from the CEO

Aktuelno Design ↗ aktuelno-design.com — Oct 2023 – May 2025

Graphic Designer (part-time) · social media design and client WordPress sites

PROJECTS

Jugoton – Online Vinyl Shop · PHP, MySQL, JavaScript, Oracle Cloud ↗ GitHub — Spring 2026

- Built a full-stack shop (team of two): catalogue, search, cart, checkout, reviews and admin sales reports
- Designed the schema from 30+ business rules: 10 tables, a view, a procedure and triggers
- Auto-filled new records from the **iTunes Search API** and stored cover art in **OCI Object Storage**
- Deployed it alone to an **Oracle Cloud** VM (Nginx, PHP-FPM, MySQL), fixing errors from server logs

ArcaneTD – Roguelike Tower Defence · Unity, C# ↗ Showcase — 2025 – Present

- Solo project: architected and wrote ~16,000 lines of C# across 156 scripts from my own design document
- Implemented hex-grid pathfinding, wave spawning, a card-draft economy, crew stress, a skill tree and save/load

Ramo – 2D Platformer · Unity, C# ↗ GitHub

- Built and published a complete game alone: **800+ plays and downloads**, covered by five national media outlets
- Won **1st place in game programming** at FIT Coding Challenge v.19 (June 2026)

Psychocat – 3D Stealth Sandbox · Unity, C# ↗ Showcase — Oct 2026 – Present

- Solo: design document and a playable prototype in five days, with NPC schedules and vision cones

SKILLS

Languages: C#, Java, SQL, PHP, JavaScript, TypeScript, C++, Python, HTML/CSS
Backend & Data: Node.js, Express, REST APIs, PostgreSQL, MySQL, Oracle DB, SQLite, schema design
Cloud & Systems: Oracle Cloud (OCI), Linux, Nginx, SSH, Git/GitHub, networking and VLANs
Frameworks: React, Tailwind CSS, Unity, JavaFX, Qt, WordPress

AWARDS & CERTIFICATIONS

Awards: 1st place, FIT Coding Challenge v.19 (2026) · Atlantbh Scholarship (2026) · BEST Mostar Hackathon (2025)
Certifications: TOEFL iBT 100/120 · Digital School Professional Programming · Udemy JavaScript (69 h)
Languages: Bosnian (native), English (fluent)