

Andjelko Cvjetkovic

Frontend Engineer · Senior-level frontend work · Bosnia & Herzegovina (Remote)



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SUMMARY

Frontend engineer with 5 years of experience building production web apps where performance, UX, and complexity matter — interactive maps with tens of thousands of points, real-time dashboards, multi-role workflows, and shared design systems. I often own frontend work end-to-end: from architecture and implementation to performance, testing, and pixel-level polish. My day-to-day stack is React, Next.js, TypeScript, and modern UI tooling, with Claude Code and Codex as part of my workflow for codebase exploration, refactors, and multi-step engineering tasks.

SELECTED ACHIEVEMENTS

- Rendered 32,000+ map locations smoothly through viewport virtualization on Kam třídít (Czechia's nationwide recycling app), shipped across web, iOS, and Android.
- Achieved Lighthouse 97 on desktop (FCP 0.3s, LCP 1.1s, CLS 0) on BH-Passport by rebuilding a legacy WordPress site as a Next.js + Sanity application.
- Took ownership of TableTap — migrated an inherited Svelte admin panel to TypeScript with shared component patterns, rebuilt analytics from scratch, and replaced the purchased landing theme with a hand-built Astro site.

CORE SKILLS

PRIMARY STACK	React · Next.js · TypeScript · JavaScript
ALSO SHIPPING IN PRODUCTION	Svelte · Astro
FRONTEND ENGINEERING	Performance optimization · Accessibility (WCAG) · SEO · Internationalization (i18n) · SSR/SSG/CSR · Core Web Vitals
UI SYSTEMS	Design systems · Component libraries (Radix UI, shadcn/ui, React Aria) · Tailwind CSS
DATA & MAPS	MapLibre GL JS · Mapy.com · Visx · D3.js
TESTING	Jest · React Testing Library · Vitest · Playwright · Cypress
CMS	Sanity · Payload · Strapi
OTHER	Vue · React Native
TOOLING	Vite · Git · pnpm · Turborepo · Monorepos
AI WORKFLOW	Daily Claude Code and Codex for agentic, multi-step coding tasks — refactors, feature builds, codebase exploration

Codepool — Frontend Engineer

Jun 2021 - Present · Remote

Codepool builds production web and mobile apps for clients while developing in-house products (TableTap). I started under a senior frontend lead and now operate as sole frontend engineer on most projects, owning architecture and delivery.

- Lead frontend on multiple production apps in React, Next.js, Svelte, and Vue — owning architecture, implementation, performance, and release quality.
- Built map-heavy interfaces with MapLibre GL JS, including a nationwide recycling app rendering 32,000+ locations through virtualization.
- Developed analytics dashboards with D3.js and Visx, turning complex datasets into views that engineering, product, and end users can actually act on.
- Implemented role-based access flows (User / Partner / Admin) with REST APIs and JWT across multiple products.
- Delivered CMS-backed products on Sanity, Payload, and Strapi, including bilingual (EN/CS) editorial workflows for non-technical content teams.
- Established testing baselines with Jest, RTL, Vitest, Playwright, and Cypress on projects that previously had none.
- Drive frontend architecture decisions independently or alongside the CTO, balancing delivery speed with maintainability.
- Drove performance work resulting in Lighthouse desktop scores up to 97 on production deployments.

SELECTED PROJECTS

Kam třídít — kamtridit.cz

Czechia's nationwide recycling locator · Web + iOS + Android

- Solo frontend across all three platforms: PWA first, then WebView-based iOS and Android apps for faster rollout.
- Rendered 32,000+ recycling locations on a single map (MapLibre GL JS + Mapy.com API) through viewport virtualization, keeping pan/zoom smooth on low-end Android devices.
- Implemented role-based workflows for User, Partner, and Admin, including account management and full location CRUD.
- Designed and maintained a monorepo design system used across this project and Čistou přírodou, eliminating UI duplication and keeping visual consistency through ongoing feature work on both products.
- PageSpeed Insights desktop (emulated, Jan 2026): Performance 77, Accessibility 78, Best Practices 92, SEO 100.

Stack: React, TypeScript, MapLibre GL JS, Mapy.com API, React Router, Tailwind CSS

Čistou přírodou — prirodu.samosebou.cz

Public nature-trails platform · Czechia

- Built the public-facing trail discovery experience with a MapLibre GL JS map and advanced filtering, optimized for low-end mobile devices.
- Built a bilingual (EN/CS) CMS interface for trail management; collaborated with backend and QA on legacy data migration.

Stack: React, TypeScript, MapLibre GL JS, React Router, Tailwind CSS

BH-Passport — bhpassport.ba

Travel agency platform · Bosnian market

- Migrated a legacy WordPress site to a Next.js application backed by a custom Sanity CMS.
- Lighthouse desktop (emulated, Jan 2026): Performance 97 · FCP 0.3s · LCP 1.1s · TBT 110ms · CLS 0.
- Built dynamic navigation and content pages that the agency can edit without developer involvement.

Stack: React, Next.js, TypeScript, Sanity, Tailwind CSS

TableTap — table-tap.app

Codepool in-house product · QR-based ordering for restaurants

Joined an inherited Svelte admin panel with inconsistent patterns and turned it into a more maintainable product as the solo frontend engineer. Now own multiple parts of the stack.

- Migrated the admin panel codebase to TypeScript and established the patterns (shared form components, inputs, design-system primitives) the team uses today.
- Rebuilt the analytics module from scratch — designed the views in Figma, collaborated with the backend team to define the data shape, and implemented the frontend.
- Replaced a purchased ThemeForest landing-page theme with a hand-built Astro site for performance and maintainability, and set up the SEO foundations and Google Analytics. Lighthouse mobile (May 2026): Performance 90 · Accessibility 90 · Best Practices 100 · SEO 100.
- Implemented bilingual support (EN/BS) across both the admin panel and the customer-facing app.
- Helped QA set up end-to-end test infrastructure for the project.

Stack: Svelte (admin), Astro (Landing), TypeScript, Tailwind CSS

EDUCATION

B.Sc. in Computer Software Engineering

Faculty of Information Technologies, University "Džemal Bijedić" in Mostar

Sep 2019 - present (paused)
