

Borjan Ladinski

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ABOUT ME

Bachelors in Computer Science and Information Technology with practical experience development of web applications, IT systems and working with clients. I possess excellent organizational and communication skills, as well as the ability to work in a team and multicultural environment. Responsible, disciplined and motivated for professional development and acquiring new knowledge.

PROFESSIONAL EXPERIENCE

Telecom; Skopje, Macedonia IT Intern

July 2024 - August 2024

- I participated in the development of an application to automate the configuration of routers across the country.
- I contributed to improving operational efficiency by reducing the need for manual router setup and standardizing the process.

Vox Center - Full Stack Developer

August 2025 – December

2025

- Developed a custom web application for Vox Centar intended for displaying car audio products and services.
- The application is built using Django, with a responsive frontend implemented in HTML, CSS, and Bootstrap 5.
- Implemented core application functionality, navigation structure, and UI components to provide a clear and easy user experience. Focus on performance, usability, and clean interface design.
- The application is deployed and hosted for client use.
- Technical skills used: Python, Django, HTML, CSS, Bootstrap 5, Web deployment
- Website: [VoxCentar](#)

Independent 3D Designer & Project Lead

- Designed, 3D modeled, printed, painted, and assembled custom interactive statues for Pakomak (a non-profit organization), the Embassy of Switzerland in North Macedonia, and a local university.
 - Integrated and programmed NFC chips within each statue, enabling visitors to access recycling and sustainability information through their smartphones.
 - Managed all stages of project development independently, including concept creation, stakeholder communication, 3D design, fabrication, electronics integration, finishing, and final delivery.
 - Created interactive installations that promoted environmental awareness and recycling through engaging physical experiences.
 - Technical skills used: 3D Modeling, 3D Printing, NFC Technology, Electronics Integration, Product Design, Project Management, Painting & Finishing.
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PROJECTS

Web applications and backend systems

- Developed web application using Django Rest Framework, which allows users to upload, view and manage various types of events (webinars, seminars, gatherings, etc.).
 - Implemented user authentication and authorization, enabling secure creation and interaction with events.
 - Added functionality for tracking event attendance and user interaction.
- Developed Flask API server for local storage and file synchronization between different devices in a local network.
 - The server is hosted on a Raspberry Pi, with SSH access implemented for remote maintenance and administration.
 - A simple user interface has been created for easier use of the system.

Computer Vision and Machine Learning

- A project was developed that uses Computer Vision and the YOLO model for real-time vehicle detection.

- Developed own LSTM model for predicting traffic flows, based on historical data.
- Working with libraries such as PyTorch, Pandas, and Matplotlib for data processing, training, and model evaluation.

AI and generative systems

- Developed an application that generates videos from text prompts through integration with the OpenAI API (pipeline-based generative system).
- Implemented an AI chatbot system for corporate use, which enables document analysis, GitHub repositories (private and public), and Azure repos with different access levels (L1–L5 security clearance).
 - The system allows:
 - search through internal documents and policies
 - automatic generation of onboarding guides for new employees
 - Q&A interface based on LLM (tested with Ollama and GPT-4 API)

OCR and document processing

- Developed an application that uses Tesseract OCR to extract text from slides, PowerPoint and Word documents.
 - Implemented system for automatic transformation and processing of documents for search and analysis.

Game Development

- Created a 2D game “Endless Journey” in Python using Pygame, with a focus on game loop logic, collision detection, and basic gameplay mechanics.

Academic and research activities

- Presented research paper and presentation at the CIIT 2026 conference, focused on topics related to artificial intelligence and its application in real-world systems.

Teaching mathematics and programming

- Tutoring students from the Computer Science and Mechanical Engineering departments in programming and college-level mathematics, including algebra, calculus I & II, and discrete mathematics.

TECHNICAL SKILLS

ADDITIONAL SKILLS

- Python (Django, Django Rest Framework)
- Java (Spring Boot)
- JavaScript
- HTML, CSS, Bootstrap
- Microsoft SQL Server (via SSMS)
- Microsoft Word
- Pytorch
- Pandas
- Computer Vision

- Teamwork
- communication
- Effective time management
- Problem solving
- Logical thinking

ACHIEVEMENTS

- Won 1st place at Business Innovation Hackathon 2026
 - CIIT 2026 Presenter
 - Developed web applications for real clients
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EDUCATION

- **Faculty of Computer Science and Information Technology;** Skopje, Macedonia
2023 - 2026
Computer Science major
 - **Georgi Dimitrov High School;** Skopje, Macedonia
2019-2023
Natural mathematics A direction
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CERTIFICATES

- Introduction to Model Context Protocol (MCP) – Anthropic (June 2026)
 - AI Fluency: Framework & Foundations – Anthropic (June 2026)
 - OWASP Top 10 LLM and GenAI – Snyk (June 2026)
 - Secure AI Development – Snyk (June 2026)
 - Python Fundamentals – Cobby (June 2026)
 - AI Prompts Fundamentals – Cobby (June 2026)
 - AI Capabilities and Limitations - Anthropic (June 2026)
 - MCP Advanced Topics - Anthropic (June 2026)
 - Introduction into Agent Skills - Anthropic (June 2026)
 - Introduction to Sub Agents - Anthropic (June 2026)
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LANGUAGES

- **English;** fluent
- **Macedonian;** native language
- **German:** intermediate level