

Marko Kornajcik

Back-End Developer

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◆ Professional Summary

Backend Developer specializing in building APIs and backend systems using Node.js, TypeScript, and more. Strong experience with RESTful architecture, authentication systems and database integration. Deployed project via Docker and cloud services.

◆ Technical Skills

Programming Languages: TypeScript, JavaScript, Python, HTML, CSS

Front-End: Tailwind, EJS, Bootstrap

Back-End: Node.js, Express, Django, Flask, Jest, SuperTest

Databases & ORM: MongoDB, PostgreSQL, SQLite, Redis, Prisma, Supabase

APIs & Authentication: RESTful APIs, JWT, Stripe, Axios

Development & Deployment Tools: Git, GitHub, GitLab, Postman, Railway, Socket.io, Docker, AWS S3

◆ Projects

Echo – Social Media Web App & API

- **TypeScript, Node.js, Express, Prisma, PostgreSQL, Docker, AWS S3, Supabase, Railway**
- Built a full-stack social media platform with real-time chat, user feed, notifications, and media uploads
- Implemented modular REST API with JWT authentication and rate limiting for secure access
- Dockerized the app for development parity, deployed to Railway with integrated PostgreSQL and AWS S3

Natours – Tour Booking Platform

- **JavaScript, Node.js, Express, MongoDB, JWT, Stripe, Postman**
- Developed a complete backend API with user roles, authentication, and payment flow via Stripe
- Integrated custom middlewares for API security, logging, and data validation
- Enabled advanced query capabilities (geo-filtering, pagination, price sorting) with Mongoose

Leaguele – Wordle-Inspired Game for League of Legends

- **TypeScript, Node.js, Express, EJS, Redis, Tailwind, Docker, Jest, SuperTest, GitLab**
- Built a session-based game logic with Redis for fast access and daily resets
- Used Luxon for date control and Riot CDN for dynamic asset loading
- Developed CI/CD pipeline with GitLab for auto-deployment on Railway
- Wrote over 30 unit tests using Jest/SuperTest for backend validation

◆ Education

Technical School of Technology and Design – Poprad, Slovakia

Electrical Engineering – Computer Systems

- Winner of school-wide informatics competition (4th in regional finals)

◆ Languages

English (Fluent), Slovak (Native), Czech (Bilingual), Finnish (Beginner)