

ALEKSANDER LAASMÄGI

SOFTWARE DEVELOPER



CONTACTS

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TECHNICAL SKILLS

- C# & .NET Core
- React & React Native
- TypeScript
- Go
- PHP & Laravel
- Dart & Flutter
- PostgreSQL, MySQL
- Redis
- Microsoft Azure
- Amazon Web Services (AWS)
- Docker

SOFT SKILLS

- Growth mindset
- Teamwork
- Adaptability
- Coping with tense situations
- Ability to see "the big picture"

LANGUAGES

- Estonian (Native)
- English (Advanced)
- Russian (Intermediate)
- Spanish (Basic)



ABOUT ME

I'm a passionate software developer who completed a Bachelor's degree with a focus on software and web development. I'm currently pursuing a Master's degree in Computer Science, specializing in software architecture, artificial intelligence, machine learning, and IT management. My interest in technology began with an interest in computer networks, and the interest evolved into programming during high school. This foundation has grown into a commitment to developing software solutions that address real-world challenges.



EXPERIENCE

Wellness service booking app - [demo link](#) FALL 2025
System Architect and Lead Developer

- Developed a Flutter mobile app for booking wellness service appointments
- Key features include social login, biometric authentication and push notifications
- Implemented Firebase backend integration for authentication, real-time data storage, and user management

Postimees Grupp AS SUMMER 2025
Junior Software Developer (Summer Intern) - [recommendation](#)

- Improved existing AI-based software solutions and contributed to the development of new solutions by supporting the implementation of team ideas.
- Acquired new software development skills and collaborated closely with other developers.

Attendance registration system - [repo link](#) SPRING 2025
System Architect and Lead Developer

- Bachelor's thesis project.
- Developed and continuing to improve a course attendance registration system using .NET Core with C#, Entity Framework, JWT authentication, and PostgreSQL, React with TypeScript (web client) and React Native with TypeScript (mobile app).

Tic-Tac-Two game project - [live link](#) FALL 2024
System Architect and Lead Developer

- Third year school project.
- Developed a game of tic-tac-two using .NET Core, C# language, Razor Pages, Entity Framework and SQLite.



EDUCATION

Master of Science in Information Technology 2025-....
School of IT | Tallinn University of Technology

Bachelor of Science in Information Technology 2022-2025
School of IT | Tallinn University of Technology