Filip Mudri

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Junior Frontend / Full-Stack Developer | Košice, Slovakia

Education & Certificates

BSc in Informatics, Technical University of Košice (FEI) — In progress (3rd year)

Bachelor's thesis: Modeling Cyberattacks Using Attack Graphs

Current focus: attack graph theory and a review of existing solutions, including MulVAL.

English: C1 certificate | Driving licence: Category B

Technical Skills

- Frontend: TypeScript, JavaScript, React, Next.js, Angular, Tailwind CSS, HTML, CSS
- Backend & Data: Node.js, Express, PostgreSQL, Supabase (Auth, Row-Level Security)
- Tools: Git, Postman, Vercel, Docker, pgAdmin | Other languages: Python, C#

Experience

Full-Stack Developer - Graduation Project, Workflows s.r.o. — *2022 - 2023*

- Developed an asset management application using Angular, Node.js, and PostgreSQL.
- Built asset CRUD workflows, REST API integration, and database-backed asset records.
- Implemented straight-line and accelerated depreciation calculations and yearly schedules.

Selected Projects

DecayWatch - Multi-Account League of Legends Decay Tracker — *2026 - Present*

React, Next.js, TypeScript, Supabase, Tailwind CSS — Live demo GitHub

- Built an account dashboard with decay timers, urgency-based sorting, and a public demo.
- Implemented Supabase sign-in, registration, and password recovery flows.
- Implemented per-user PostgreSQL storage and sync, guest-mode local storage, and guest-to-account import; configured Row-Level Security for user data isolation.

Ice Cave Booking Prototype - University UI/UX Project — *Coursework*

HTML, CSS, JavaScript, Bootstrap 5 — Live demo GitHub

- Built a multi-step booking interface with date/time selection, ticket quantity controls, and a booking summary; prototyped guide login and dashboard screens.

Discord LoL Stats Bot — *2025*

Python, discord.py, Riot API — GitHub

- Integrated the Riot API to retrieve League of Legends statistics through Discord commands.
- Implemented command handling and formatted responses using discord.py.