Sandra Maksimovic

https://github.com/sanmaksim

Summary

Software Developer with a strong foundation in system administration and infrastructure, pivoting into front-end and full-stack development. Skilled in building responsive, scalable web applications using React, TypeScript, and ASP.NET, with a proven background in performance optimisation, accessibility, automation, and cross-disciplinary collaboration. Passionate about open source software, problem solving, and creating user-focused solutions. Experienced in working with distributed teams and modern development workflows.

Technical Skills

Cloud & Platforms: AWS, Azure, Office 365, VMware
Programming: JavaScript, TypeScript, React, HTML/CSS, C#, .NET, ASP.NET, REST APIs
Scripting: Bash, PowerShell, Batch, Python, Perl, VBScript
Tools & Automation: Git, GitHub, Postman, Jenkins, CI/CD, Ansible, Docker
Databases: MariaDB/MySQL, PostgreSQL
Web Servers: Nginx, Apache, Microsoft IIS, Tomcat
Infrastructure: Linux & Windows server administration, HPC, containers, storage, networking, DNS, AD/Entra ID
Soft Skills: End-user training, documentation, cross-team collaboration, knowledge-sharing
Languages: Fluent in English and Serbian

Work Experience

Relevant Projects (Career Transition – Software Development)

Self-directed web development projects   May 2024 – Present
- **Gameplays** – Full-stack web application to manage and track video games.
  - Built with TypeScript + React (front-end), ASP.NET Core API (C#) (back-end) and MySQL (database).
  - Designed responsive UI for multiple devices; implemented API integration for real-time data sync.
  - Focus on web performance, security principles, authentication/authorisation, and data accuracy.
  - Deployment to AWS using containerised environments and CI/CD workflows.
- **Guavanoid** – Browser-based block-breaker game.
  - Developed using vanilla JavaScript, HTML5 Canvas, and CSS, demonstrating interactive physics and DOM manipulation.
  - Showcased experience in game play programming, UI responsiveness, and performance optimisation.

(Both projects available on GitHub)

Murdoch Children's Research Institute

Senior Systems Administrator   Nov 2014 – Feb 2024
- Configured, maintained, and optimised scalable Linux and Windows infrastructure supporting 2500+ staff, ensuring high availability and secure service delivery.
- Led deployment and evolution of the High Performance Computing (HPC) cluster, enabling critical research with resilient, future-ready compute resources.
- Automated server deployment, patching, backups, and restoration via Ansible, PowerShell, and Bash—reducing downtime and enhancing business continuity.
- Deployed and supported digital research platforms and web applications; implemented system changes to improve data accuracy, integrity, and compliance.
- Monitored data flows, proactively identified and resolved technical issues, and safeguarded sensitive research data in line with data privacy frameworks.
- Produced comprehensive documentation, contributed to knowledge-sharing, and provided hands-on guidance to foster digital literacy across multidisciplinary teams.

Service Desk Technical Officer   May 2012 – Oct 2014
- Delivered rapid front-line technical support, resolving user incidents and minimising disruption for research staff.
- Managed the institute's diverse fleet of Windows, Mac and Linux desktops.
- Utilised SCCM for efficient deployment and configuration of Windows endpoints.
- Automated operational and administrative tasks, increasing accuracy and efficiency through VBScript, PowerShell and Batch scripting.
- Assisted with organisation-wide hardware, software, and system roll-outs, ensuring continuity and robust support.

Sunbury College

IT Technician   Jan 2012 – April 2012
  • Maintained and supported classroom and back-end IT infrastructure, troubleshooting and resolving technical
    issues with minimal disruption to teaching activities.

Blue Tongue Entertainment

Level Designer   Jan 2009 – Aug 2011
  • Designed and shipped multiple levels for 'de Blob 2', collaborating with interdisciplinary teams and responding to
    feedback during iterative development.
  • Conducted extensive play-testing and bug-fixing to enhance game quality, mentoring new starters along the way.

Quality Assurance / Level Design Intern   Jan 2008 – Dec 2008
  • Performed QA for game development, logging bugs and providing actionable reports to the technical team.
  • Assisted with play-testing and minor bug-fixing to enhance game quality.
  • Designed a prototype level from a brief using the in-house development tools.

Education

Swinburne University of Technology   2005 – 2008
Bachelor of Science (Computer Science and Software Engineering) / Bachelor of Multimedia (Games and Interactivity)

References

Available upon request.