



# Ana Kareco

## Profile

I am a Software Engineering student who enjoys learning how technology can be used to solve practical problems. I am particularly interested in front-end development, cloud technologies, and software deployment because they combine technical challenges with creating solutions that people interact with every day.

I enjoy continuously expanding my knowledge, working on hands-on projects, and collaborating with others to turn ideas into working software. What motivates me is the opportunity to keep learning, improve my skills, and contribute to meaningful technology projects.

## Contact

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- 0657834518
- Enschede, Netherlands

## Education

Bachelor of Science in Software Engineering  
Saxion University of Applied Sciences,  
Deventer  
**2023 – Present**

## Skills

- Java
- JavaScript
- HTML
- CSS
- SQL
- Node.js
- Vue.js
- SQLite
- Azure SQL
- DuckDB
- Git
- GitLab CI/CD
- Terraform
- Azure Functions
- Azure Storage

## Languages

- Albanian (Native)
- English (Fluent)
- Italian (Fluent)
- Dutch (B1)

## Experience

**Accessibility Consultant Intern – Contec B.V.**  
Enschede, Netherlands | July – August 2025.

Contributed to accessibility improvements for **FileCap**, a document and information management platform used by municipalities, healthcare organizations, and other public sector organizations across the Netherlands. Assisted with WCAG 2.2 A & AA accessibility testing, usability evaluations, and issue reporting. Worked closely with developers to identify and resolve accessibility issues, gaining practical experience in software quality assurance and accessibility standards while contributing to a widely used enterprise application.

**Retail Associate – Primark**

Enschede, Netherlands | August – September 2025.

Worked as a Retail Associate in a fast-paced retail environment. Assisted customers with product enquiries, operated cash registers, restocked merchandise, and maintained store presentation standards. Collaborated with colleagues to ensure efficient store operations during busy periods and gained experience working in a customer-focused team environment.

## INTERESTS

- Traveling and exploring different cultures
- Learning new languages

## Projects

### LEGO Bidding Website Web Development Project

**Saxion, Deventer | 2025**

Designed and developed a LEGO-themed marketplace and bidding website as part of a university project. Built an interactive platform where users could browse LEGO sets, list their own sets for sale, and participate in auctions by placing bids. Worked on the front-end, application functionality, and data handling, applying web development principles to create a functional and user-friendly marketplace.

**Saxion, Deventer | May – July 2025.**

Developed a course evaluation survey platform as part of a university software engineering project. Built front-end components using Vue.js and implemented back-end functionality with Node.js, Azure Functions, and Azure SQL. Contributed to API development, database design, and cloud infrastructure deployment, gaining hands-on experience with full-stack application development and modern cloud technologies.

### Minor Projects — Creative Design & Technology

**Saxion, Enschede | 2025 - 2026**

Worked on projects as part of the Creative Design & Technology minor, combining technology, design, creativity, and user-centred problem solving. Developed concepts from initial research and ideation through prototyping and evaluation.

### Incredible Machine

**Saxion, Enschede | 2025 - 2026**

Designed and built an interactive moving car intended to engage cats and encourage them to follow and interact with it. Developed the concept from an initial idea into a working prototype, experimenting with movement and behaviour to make the car engaging for its intended users. The project combined hands-on prototyping, technology, creative problem-solving, and iterative testing.

### Showcase Project

**Saxion, Enschede | 2026**

Developed a rain window concept for a showcase project, exploring how technology and physical design could be combined to create an interactive experience. Worked through the process from concept development and experimentation to prototyping and presentation, with a focus on creating an engaging visual and physical experience.

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