NEMANJA MILJKOVIĆ

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EXPERIENCE

2013
(oct. - dec.)
unity, c#, git

NORDEUS INTERN

Worked on creating an educational game that aims to help children cope with traffic. The game was developed using Unity. My tasks were mainly based around extending the Unity editor with various tools for easier scene management.

EDUCATION

2010 - 2014
(expected)

SCHOOL OF ELECTRICAL ENGINEERING

Department of Computer Engineering and Information Theory

PROJECTS

2013
university
java, maven

RTL SIMULATOR

An event based RTL simulator written in Java as a part of the course Computer Architecture and Organization.

2013
personal
chrome, js

UNITY CHROME OMNIBOX EXTENSION

Chrome extension to ease up Unity documentation search.

2013
university
web based

FAST FOURIER TRANSFORMATION

Implementation of the Cooley-Tukey in-place FFT algorithm studied on the DSP course.

2012
university
web based

THEORY OF ELECTRIC CIRCUITS

Educational project with the goal to help students visualize electric circuits that are being solved as a part of the course Theory of Electric Circuits.

2011
university
web based

TURING MACHINE SIMULATOR

Turing machine simulator was a project for the course Discrete Mathematic".

2009 - 2010
personal
php, mysql, js

NINJAS

Ninjas is a browser based multiplayer online game written in PHP.

ACHIEVEMENTS

- **Operating Systems** course student assistant
- **5 Days on Java '13** Honorable Mention
- **RAF Challenge '09** Special Award
- **Talent Center** member during high school with awards on competitions during '08 and '09

ABOUT ME

- **TV series** addict (**Suits**, **CSI**, **TBBT** and more)
- **Starcraft 2** and **Dota 2** player
- **Card trick** performer
- **HackerRank** competitor

Some of my other technical skills include but are not limited to:
Java, C#, PHP, HTML, CSS, JavaScript, Regular Expressions, Git, Mercurial, Unit and Functional testing, Task Management, Code Reviews...