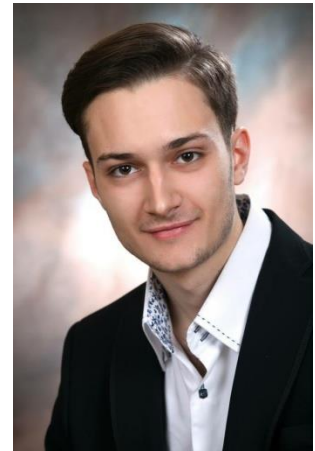


CV



Name: **Emanuilo Jovanović**
Date of birth: 01.06.1995.
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Profile:

- *Highly motivated in improving previously acquired knowledge from faculty and gaining work experience in diverse areas of software engineering*

Education:

- 2014 - Present
- **University of Belgrade, School of Electrical Engineering - Software Engineering**
GPA: 8,16 after 6th semester
- 2010 - 2014
- **Zrenjaninska gimnazija, Zrenjanin**
GPA: 4,98

Skills:

- Programming languages:
- C, C++, C#, Java, SQL, PHP, ASP.NET, JavaScript, HTML5, CSS3
- Tools:
- MS Visual Studio, Eclipse, NetBeans, StarUML, MS SQL Server, ERWin DataModeler
- Operating systems:
- MS Windows, Linux
- Other:
- UML, Bash, Git

Student projects:

2017 - Jun

- **MVC Web Application – PHP, HTML, CSS, WAMP Server**

Complete web application with 3 types of users for everyday needs for students of School of Electrical Engineering. Team project with our own idea.

2017 - January

- **Slab allocator (Operating Systems 2) – C++**

Memory allocator system for kernel. Main purposes are allocating of small memory buffers for decreasing internal fragmentation, caching of commonly used objects so that the system does not waste time allocating, initializing and destroying objects and better utilization of hardware cache by aligning objects to the L1 cache line

2016 - Jun

- **Multithreaded kernel development (Operating Systems) – C++**

This small but completely functional operating system kernel has thread subsystem, also semaphore concept, event-driven subsystem and time sharing support.

2016 - Jun

- **Battleships 2D game (Object Oriented Programming Practicum) - Java**

As a part of the team I completely developed game server with graphics for game creation and monitoring game in progress. Server communication with clients is achieved over UDP protocol.

Other:

Languages:

- **English, Serbian (native)**

Other:

- **Driving license (B category)**