

Nikola Bebić

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Objective

Internship position involving technical challenges in the diverse area of software engineering, with special emphasis on learning new things with a company that provides an opportunity for professional advancement.

Experience

Intern Software Engineer, Microsoft Development Center Serbia July - September 2016.

I was a part of the MDCS Bing team, and I worked on implementing new features in Bing. I also cooperated closely with the MDCS Math team.

Student assistant, University of Belgrade September 2015. - Present

Assisting younger students at several courses. Duties include preparing homework assignments, helping out during laboratory exercises and some aspects of student assessment.

Education

University of Belgrade, School of Electrical Engineering September 2014. - Present

- Software Engineering
- GPA 9.41/10.00 (after sixth semester)
- School lasts 4 years (8 semesters). Title is "Graduate engineer" - equivalent to Bachelor level

Projects

Assembler and Emulator for a simplified x86-like assembly language, System Software July - August 2017.

The purpose of the project was to write the assembler for the educational MicroRISC processor and the emulator which would execute the programs produced by the assembler. The entire project was written in C++, for the 32-bit linux environment.

Scotland Yard Game, Principles of Software Engineering March - June 2017.

Web version of the popular board game "Scotland Yard". The whole project was written in ASP.NET, and deployed to Azure. My main responsibility was the game logic and the game AI. This was a school project and I was the team leader, so my responsibilities included writing project reports and other formal documents.

Backgammon AI implementation, Intelligent Systems

January 2017.

Implementation of the *expectimax* algorithm for the Backgammon game. The game logic and the graphical user interface were also parts of the project, so the game is fully implemented and playable. Like one of my older projects, this one too had a Star Wars theme.

Kernel allocator, Operating Systems 2

January 2017.

Implementation of an allocator for the kernel objects in C++. Kernel objects are allocated using the Slab allocator, which lies on top of the Buddy allocator. The purpose of the project was to design a fast allocator that the kernel can use for its own objects.

Kernel design, Operating Systems 1

June 2016.

A simple, but functional kernel that supports the multithreading concept, event handling, semaphores, and forking. The whole project was written in C++, for the Intel 8086 architecture.

Battleship game, Object oriented programming practicum

May 2016.

Network-based battleship game. Along with my project teammate, I slightly deviated from the original assignment, and designed a Star Wars themed battleship game. I was mostly involved in implementing the client side of the app, though I helped in designing the server side as well.

File manager, Object oriented programming practicum

April 2016.

Simple file manager that runs from the command line. It supports all the basic DOS commands, as well as the commands that operated with selections of files. The focus was on supporting complex conditions for selecting and filtering files, and also allowing the user to create batch commands that could be saved under a new command name.

Maze, Practicum in Programming 2

May - June 2015.

As a part of a student assignment, I worked on developing a simple and fun game where you can choose from various creation and solution algorithms and also preview the making of the maze. In a three-member team, I was mostly involved in development of algorithms for the maze creation.

Skills

- Programming languages: C, C++, Java, C#, JavaScript, TypeScript, SQL
- Strong knowledge of algorithms and data structures, OOP Skills
- Fluent in English (speaking, reading, writing)

Other information available upon request!