

# Marko Sreckovic

Software engineer

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## Programming languages

Java



JavaFX, Android studio

Python



Numpy, Pandas, Keras, Django

## Projects

2018

### Loan manager

Android app that manages loans and borrows, it works with different currencies and provides statistics. On deadline app shows notification reminder. *(Still in process)*

2017

### Snake game AI

Snake game in which computer learns to play until it beats the game (snake populates whole screen). AI is based on neural networks (which I implemented) that is optimized with genetic algorithm.

2017

### Generic document manager (with logic circuit editor)

Team model based project using Agile software development approach. Our team had 3 members and my job was to model data organization and serialization and developing front end for document show.

## Education

### Computer science

2016

Faculty of computing, University Union

Gaining mathematical foundation and good knowledge about concepts, design patterns, algorithms and data structures, hardware etc.

### Science department

2012 - 2016

Pozarevac grammar school

Gained good knowledge about natural sciences.

## Skills

- Speaking English (advanced written and intermediate spoken)
- Speaking Serbian (native language)
- Driver's licence (B2)

## Interests

### Competitive programming

Competing since high school. The satisfaction of solving a hard problem in most efficient way never gets boring.

### Music

Playing piano and guitar, self-taught. Love for producing relaxing music and improvising.

### Speedcubing

Competitive solving twisty puzzles. Solving Rubik's cube in under 20 seconds. Also memorizing and solving cube blindfolded in under 5 minutes.