

Stefan Ilić

Phone: +381 (0)65 8869 242
Email: stefanilic288@gmail.com
Github: github.com/mr11261
Blog: medium.com/@stefan_ilic

EDUCATION

Faculty of Mathematics, University of Belgrade 2011 - present
Bachelor studies - Mathematics (Computer science and Informatics)

Gymnasium “Stevan Jakovljević”, Vlasotince 2007 - 2011
Mathematical and natural science

PROJECTS

Chess diagram recognition self initiated
Python, NumPy, OpenCV, PyTorch, Tkinter
Detect and identify a 2D chessboard and the configuration of its pieces through the application of image processing.

Volleyball game self initiated
C++, OpenGL, SFML, TGUI
Two players volleyball game.

Zombie course project
C++, SFML, TGUI
First-person 3D game.

COMPETITIONS

MatF 2017++, Belgrade
Finished 5th out of 40 teams (3rd in qualifications) as part of team “Oktobar2” with my two teammates from faculty.

ONLINE COURSES

Coursera

- Machine learning - Stanford University

SKILLS

Languages: C++, C, Java, Python, Octave (proficient)
JavaScript, Prolog, Haskell, SQL (prior experience)

Others: Algorithms, Data Structures, Machine learning, Refactoring, Design Patterns

INTERESTS/HOBBIES

- Neural networks for computer vision
- Building small games using SFML
- Reading programming books
- Chess (participated in many chess tournaments in Serbia)