

POPOVIĆ BALŠA

Software engineer

PERSONAL INFO

ADDRESS : Belgrade, Serbia

PHONE : +381621727038

DATE OF BIRTH : 12.01.1999

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SKILLS

Programming languages:

HTML/CSS, Pascal, C/C++, JAVA, C#,
Python, Assembler, VHDL

Tools:

VisualStudio, CodeBlocks, Quartus,
AlteraModelSim, Eclipse, PyCharm

Languages:

English: highly proficient in both spoken
and written English
Russian: very good command

Other:

Expertise in technical analysis, solving
technical issues and GUI design, excellent
debugging and problem solving skills,
team working skills

EDUCATION

- 2013/2017 Gymnasium "Slobodan Skerovic" Podgorica
- 2017/present School of Electrical Engineering, University of Belgrade

PROJECTS

C/C++:

- Binary Heap implementation
- B+ tree: optimizing maximal performance for small database operations
- Kernel Dev :providing multithread support for 8080 chipset as well as support for thread synchronization(Semaphore, Event classes).

JAVA:

- Developed multiple Windows GUI applications using standard Java libraries.

Hardware Design: FPGA

- SpacImpact Game Simulator using VHDL and Schematic Entry.
- Processor Design using FPGA with complete instruction set (16 instructions). Support for interrupts, as well as several peripheral interface controllers, most notably SDRAM , GPU and Keyboard controllers. All devices were connected using basic BUS architecture witch resulted in completely general machine.
- Writing tests in ModelSim for combinational logic elements (written or compiled to VHDL) and verifying/debugging them.

Assembler:

- Text Editor written for Processor described above.
- Keyboard, GUI drivers for the described system and basic system maintenance.