

## EDUCATION

### Software Engineering

University of Belgrade School of Electrical Engineering

07/2017 – Present

Belgrade

### High school

"Josif Pancic" Gymnasium, department For Natural Sciences and Mathematics

09/2013 – 06/2017

Bajina Basta

## FACULTY PROJECTS

Advanced Pong Game on FPGA board  
(12/2018 – 02/2019)

Generating piano compositions from text files and formatting them to MIDI, XML and BMP format in C++  
(04/2019 – 05/2019)

Implementation of B+ tree data structure for quicker search through larger databases in C++  
(11/2018 – 11/2018)

Implementation of heap data structure in C++  
(12/2018 – 12/2018)

Virtual Piano app in Java (07/2019 – 09/2019)

## SKILLS

**PERSONAL:** Diligent, responsible, persistent, team player, honest, quickly adaptive, open-minded, creative, communicative

**PROGRAMING LANGUAGES:** C/C++, Java, Assembly, Pascal, SQL

**USED TOOLS:** Microsoft Visual Studio, Eclipse, SQLiteStudio

**OPERATING SYSTEMS:** MS Windows

## OBJECTIVE

Hard working Computer Science and Informatics student constantly seeking opportunities to learn and acquire practical knowledge. Team player, with a background in Java and C/C++ programming.

## EXTRACURRICULAR ACTIVITIES

[Elementary and High school] Took part in numerous competitions in the field of mathematics and physics.

3rd place on TadHack2019

## LANGUAGES

English  
*Full Professional Proficiency*

German  
*Elementary Proficiency*

Serbian  
*Native or Bilingual Proficiency*

## INTERESTS AND HOBBIES

Video Games (PC as well as Console gamer)

Basketball

Music (Played bass and guitar in few bands)

Comics

Regular voluntary blood donor

Snowboarding