



Aleksandar Anžel

📍 Hans-Meerwein-Str. 6,
D-35032 Marburg, Germany

☎ +49 64 212 821 587


✉ aleksandar.anzel@uni-marburg.de

Born 06.08.1995.

 AAnzel

 AAnzel

 AleksandarAnzel

 <https://aanzel.github.io>

EDUCATION

2018 – 2020

Master's degree in Mathematics Module: Computer Science and Informatics

Faculty of Mathematics, University of Belgrade

- Average grade: 10.00 (out of 10.00)
- Thesis: *Determining protein N-glycosylation with machine learning methods*

2014 – 2018

Bachelors's degree in Mathematics Module: Computer Science and Informatics

Faculty of Mathematics, University of Belgrade

- Average grade: 8.66 (out of 10.00)

SKILLS

Languages

Serbian – Native proficiency

English – Full professional proficiency

- Cambridge English: First (FCE): upper intermediate (B2 in CEFR)

French – Elementary proficiency

German – Elementary proficiency

Computer Science

Software Development

- C, Python, C++, Java, MATLAB, Shell, Haskell, Assembly IA-64, Assembly ARM-32

Machine Learning

- Keras, Tensorflow, Scikit-learn

Data Management

- SQL

Bioinformatics, Scientific Computing, Data Science

Document manipulation

LaTeX, Libre Office Suite, Microsoft Office Suite

Soft skills

- Excellent organizational and communication skills
- Ability to work collaboratively with people at all professional levels
- Thoroughness, with rigorous attention to both detail and quality

PROJECTS

Bioinformatics

- *Determining protein N-glycosylation with machine learning methods*
- *Modification and analysis of UPGMA algorithm while using different metrics*

Computer Science

- *Finding Waldo using various Machine Learning methods*
- *Image modification and correction with Python*
- *Determining integer variable ranges using Abstract Interpretation in C++ (LLVM, Clang)*
- *AVL trees in C programming language*

ADDITIONAL INFORMATION

Driving licence

Category B (cars)

Interests

Technology, Research, Computer Science, Bioinformatics, Linux, FOSS, Science Fiction, Fantasy, The Matrix, Video games, Hiking