





ALEKSANDAR

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 Serbia, Niš

EDUCATION

Information Technology
Technical school „Rade Metalac“
2017 – 2021

Computer science
Faculty of Electronic Engineering,
University of Niš
2021 – Present

INTERESTS

Web Development
Game Development
Graphics Programming
Developer Productivity

LANGUAGE

English
Serbian

Industry Experience

March 2024 Internship at Nignite D.O.O.

Contributed to an internal company project developed in Rust, implementing REST APIs and redesigning the project's error handling system to improve reliability and maintainability.

Academic and Personal Projects

Jun 2025 Personalized Book Discovery Platform

Built a web application enabling book lovers to get personalized recommendations, join book clubs, participate in discussions, and engage with social features like chat rooms and leaderboards.

Jan 2025 Secure File Encryption Tool

Designed an application that encrypts and hashes files from a source directory, transfers them securely over TCP, and verifies integrity on the receiving end, showcasing multiple cryptographic techniques including a historical Enigma cipher simulation.

Aug 2024 Sports Matchmaking Platform

Developed a web platform in Angular with NgRx state management that connects casual athletes for games and events, featuring role-based admin controls, and a clean, maintainable architecture focused on scalability and user experience.

Oct 2024 Outdoor Discovery Mobile App

Developed an Android app that allows users to share and explore natural spots on an interactive map, interact via comments and ratings, and receive location-based notifications, backed by Firebase for authentication, storage, and real-time data management.

Feb 2024 Brackeys Game Jam

Collaborated with university peers during a 7-day game jam, using Unity to develop a cohesive gaming experience under tight deadlines.