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Summary

I am proficient, efficient and highly organized person. I am excellent team player and at the same time independent and goal committed developer.

Education

- * Mathematical Grammar School (2011 - 2013)
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- * University in Belgrade Faculty of Mathematics (2017 -)

Technical Skills

- * **Experience in making JavaScript based applications**
- * **Experience in algorithms:** graph theory, greedy algorithms, dynamic programming, geometric algorithms, tree algorithms, string algorithms, sorting algorithms, binary and linear search algorithms.
- * **Programming Technologies:** HTML/CSS, JavaScript, Python, Java, C, C++, PHP.
- * **Tools:** Visual Studio Code, Atom, IntelliJ, PyCharm.

Projects and Applications

- * ***Baza podataka za poslovanje preduzeća Komšija***, July 2017.
For my graduation project, I created an application that helped fast-food restaurant "Komšija" in Belgrade follow their business operations: daily and monthly income, expenses, warehouse state, performance reports, highest/lowest income monthly reports. Application was written in MS Access.
- * ***Tennis Game***, May 2018
This is my implementation of the old-school tennis game Pong, popular in 70s. Player controls left paddle and plays against computer controlling right paddle. Game is played up to score 3. It is written in pure JavaScript.
- * ***Flappy Bird***, March 2018.
Low graphic remake of once popular mobile game "Flappy Bird". When game starts, player is controlling the green ball, and mouse click allows the ball to "jump".
Goal is to go through as many walls as possible. Code is written in JavaScript.
- * ***Tombola***, June 2019.
My implementation of the game of chance know as Tombola. More info on the link: <https://github.com/AizenAngel/Tombola>.

* **Media Player** September 2019

Music player application for Android, implemented in Android Studio. Info on: <https://github.com/AizenAngel/MusicPlayer>

* **AIBG 2.0** September 2019 – December 2019

I was a topic team member for Artificial Intelligence Battle Ground (AIBG) competition. It's an artificial intelligence competition where team consisting of 3 to 4 players are given 20 hours to program an avatar that competes against other team's avatars, using programming languages that support REST API calls.

My team and I created server, with Front-end and Back-end. We used: Java, Spring, NodeJS, jQuery, JavaScript, Python...