# Aleksa Vukadinović

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# EDUCATION

## Faculty of Mathematics, University of Belgrade

Oct. 2022 – Present

B.S. Computer Science

Faculty of Mathematics, Belgrade

- Courses: Algorithms and Data Structures, Construction and Analysis of Algorithms, Computer Graphics, Introduction to Web and Internet technologies, Interpretator design, and many more...
- Interests: Algorithms and Data Structures, Computer Graphics, AI, Compilers & Interpreters

## About Me

• I am a third-year Computer Science student with a strong interest in algorithms, computer graphics, and artificial intelligence. I enjoy participating in hackathons and programming competitions, where I apply my technical skills in creative and challenging ways. Currently working as a Full-Stack Developer I am constantly seeking opportunities to learn and improve.

#### Technical Skills

Programming Languages: C/C++, JavaScript, TypeScript, Python, Java, C#

Web Technologies: React, Next.js, Node.js, Fastify, HTML, CSS

Tools & Technologies: OpenGL, MongoDB, SQL, Docker, Git, Github, Linux, LaTeX, Postman

Languages: Serbian, English, Italian

# EXPERIENCE

Novet.ai

## Full-Stack Developer Intern

Feb 2025 – Present

Belgrade, Serbia

- Develop and maintain scalable back-end systems using Node.js, Fastify, and PostgreseSQL
  - Collaborate with the front-end team to integrate APIs and services with React and Next.js
  - Implement database schemas and optimize queries for improved performance
  - Participate in code reviews and contribute to architectural decisions
  - Work with Docker for containerization and deployment of applications and services
  - Developed and dockerized an online service leveraging neural networks for language tokenization

#### Projects

Nov. 2024

- DigitEye | AI neural network for image recognition \* Python neural network based on TensorFlow and Keras trained on the MNIST dataset for recognizing handwritten digits.
  - \* Neural network can successfully identify the digit in 90% of the cases, also supports custom parameters, such as number of layers, epochs, etc.

Jun. 2024

- projectiles launched at a tornado with varying angles and velocities.
  - \* Project was done as a part of Introduction to Mechanics course in second year

Starfall Shores | Computer Graphics course project

Jan 2025

- \* Created a visually rich real-time rendering scene using C++, OpenGL and a custom-built engine
- \* Wrote custom GLSL shaders for lighting, materials, and post-processing effects
- \* Implemented advanced graphics techniques such as instanced rendering for performance optimization and **bloom** for enhanced visual fidelity

**AmbroAI** | AI model for predicting number of alleraic reactions in population

Sep 2024

- \* Developed an AI model based on linear regression in **Python** to predict the number of people likely to have an allergic reaction, based on geographic location and population size.
- \* This project was developed during 'The Great Hacka' hackathon.