Aleks Jugovic

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SKILLS

Languages: Java, Python, C#, C++, Haskell, Prolog, MATLAB, HTML, CSS, XML, PostgreSQL
Tools: Git, Jenkins, Jira, Confluence, TestNG, Unity, Unreal Engine, VSCode, Bash

EXPERIENCE

Software Developer Co-op – *Ericsson* May 2020 – Aug 2021

- Drove the automation of sanity/robustness testing within a project team using an internal Java automated framework built on top of TestNG allowing for significantly quicker uplift to the customer
- Redesigned existing automated test code using a Java object-oriented architecture built resulting in 50% reduction in test case execution time and reusability of code across different types of systems
- Used an internal continuous integration framework within a Linux environment to automate the process of configuring network components to reduce overhead of diagnosing software faults
- Generation of interactive Python and Bash scripts in a Linux environment to automate XML configuration and speed up the preparation time on tasks for manual testers
- Documented test architecture/frameworks and led knowledge sharing presentations around the usage of multiple internal frameworks to senior team members allowing them to boost their skillset
- Worked with cross-functional teams to ensure smooth delivery of radio software through Jira and Jenkins monitoring

Teaching Assistant – *Queen's University* Sept 2019 – Dec 2021

- *CISC 101* – Introduction to Computer Science (*Python*), *CISC 102* – Discrete Mathematics for Computing, *CISC 124* – Object Oriented Programing (*Java*)
- Held weekly office hours offering personalized tutoring to students to aid in their understanding of the course material

PROJECTS

Coastr (App) – *React Native, TypeScript, Node.js, Express, PostgreSQL* May 2021 – Present

- Developed a React Native app that allows restaurant customers to order and pay through their phones
- Winner of the $2000 Wisdom of the Market award at the Queen's Innovation Center's Pitch Competition
- Created frontend elements for navigating the menu and adding orders to a viewable cart
- Created schemas for PostgreSQL database storing menu and user information and implemented Node.js RESTful API backend routes to access this data

Math Tower Defence (Game) – *Unreal Engine 4, C++* Sept 2021 – Dec 2021

- Group project for third-year software development course to create an application using C++
- Created UML diagrams, sequence diagrams, use-case-diagrams, and state-chart diagrams as part of a comprehensive system design before beginning development
- Implemented core game functionality using Unreal Engine libraries including tower AI enemy detection and projectile enemy aiming

Ecolocation (Web App) – *React, JavaScript, Node.js, Express, MongoDB* Jan 2021 – Mar 2021

- Winner of the Kingston Mayor's Innovation Challenge and QHacks Mayor's Entrepreneur Prize
- Integrated MapBox API onto a React frontend to display meeting routes using data pulled from a Node.js backend API
- Implemented an algorithm to choose the least carbon intensive meeting location for group of users

Electric Sheep (Game) – *Unity, C#* Jan 2020 – Apr 2020

- Group project for second-year game development course to create a game using the Unity Engine
- Implemented game features such as enemy AI, final boss, player movement, and player shooting
- Deployed a web build for the game to a production environment using Firebase hosting

EDUCATION

Queen's University Sept 2017 – May 2023
B.S. Candidate Computer Science, Specialization: Biomedical Computing GPA: **4.10/4.30**

Awards: Deans Honour List, Doug Bellinger Scholarship in Biomedical Computing, Excellence Entrance Scholarship