



Nikola Andrić Mitrović

Computer Science Student

ABOUT ME

- Aspiring AI engineer
- Eager to learn and utilize things I already know
- Quick learner, good teamwork and problem solving skills
- Video games, guitar, tv shows/movies/anime, street workout

TECHNICAL SKILLS

- Algorithms and data structures
- Python (PyTorch, Keras, OpenCV, NumPy,...)
- C++ (Qt, OpenGL)
- Unix/Linux platform
- C embedded
- Basic knowledge of Java, HTML/CSS, JavaScript, jQuery, Node.js, MongoDB
- Proficient in English, basic communication skills in German, started learning Japanese

EMAIL



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PHONE



- +381641604148

ADDRESS



- Moravske divizije 6/17, Belgrade, Serbia

GITHUB



- www.github.com/andricmitrovic
- All my projects can be found here

WORK EXPERIENCE

Embedded software engineer internship, MikroElektronika

Dec. 2019 - Feb. 2020

- Rewriting code for add-on board drivers in C from mikroSDK v1.0 to mikroSDK v2.0 form
- Documenting, debugging, writing help, comments, and making a package for the board driver
- Making a test example that demonstrates functionality of add-on board on development board
- A couple of add-on boards I worked on: MRAM click, Smart Buck click, LSM303AGR click, 13 DOF click, Environment click, Proximity click...

EDUCATION

University of Belgrade, Faculty of Mathematics

2017 - Present, Informatics

- 4. year of study with less than 80 espb until graduation
- Current GPA 8.9

Mathematical grammar school

2011 - 2017

Dr Vojislav Vučković Music School

2008 - 2014, Guitar

COURSES AND CONFERENCES

Petnica Summer Institute Machine Learning

To be held in August 2021

European Youth Parliament

2016 - 2018

- various roles including: delegate, team leader, organizer, media team member
- 15 conferences around Europe

SystemPro programming school

2012 - 2016

Regional Center for Talented Belgrade II

2012 - 2016



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PROJECTS

Image Search Engine

- PyTorch
- Similarity learning model using convolutional neural network
- Find the most similar images to the input image from the dataset
- The project is followed by an unpublished research paper

DeepDream

- PyTorch
- DeepDream algorithm using pre-trained CNN on ImageNet
- Displays neural network "dreams" at different layers or creates a video with zooming in image while changing amplified layer every given number of iterations

JobHunter

- Angular/Node.js app
- Web application that resembles LinkedIn for job searching
- Platform where students(companies) can find companies(students) based on their preferences

The Mill Game

- The Mill Board game implemented in C++ and Qt environment in a team of 4
- Responsible for making a Qt GUI that integrates logic of the game written by teammates and developing an AI able to beat a human player
- AI-based on alfa-beta pruning algorithm
- Alfa-beta pruning and its heuristic function differs for each phase of the game

Pokematf

- C++/OpenGL
- A game based on Pokemon Red and Blue

COMPETITIONS

Matf SUMA Hackaton 2021

- Android app that can predict AQI (air quality index) based on the current meteorological data
- The prediction model was trained using meteorological data and pollution data for Belgrade
- The model predicts values of 6 different air pollutants from which the AQI is calculated
- Both datasets required heavy preprocessing including filling missing values by interpolation, predicting missing values with models trained on values that were already there, eliminating fully correlated attributes, irrelevant attributes, and attributes that were not measured enough times