

Blaz Pocrnja

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🎓 Education

University of Alberta

BSc Computer Science

Specialization in Software Practice

3.5 GPA, Graduated May 2019

Grande Prairie Regional College

BSc Computer Science

University Transfer Program

💡 Highlights

Professional experience managing entire software development life cycles, from requirement solicitation through deployment and client support.

Strong object-oriented programming skills as well as broad technical knowledge gained from 6 years of programming experience.

Demonstrated ability to work effectively on a team while taking on new and challenging projects.

🔧 Skills

Languages: C#, C++, C, CSS, HTML, Java, JavaScript, Python, SQL, Visual Basic, XML

Frameworks: .NET, Bootstrap, DevExpress, Django REST, Material UI, React-Redux, Windows Forms, WiX Toolset, WPF

Databases: Microsoft Access, Microsoft SQL Server, MySQL

CI Tools: Codecov, Jenkins, Travis CI

Testing: JUnit, NUnit

Source Control: Git, Subversion

OS: Linux, Windows

🏢 Work Experience

Hole School of Construction Engineering

May 2017 - May 2019

Software Developer

Helped design, create, and maintain software for graduate research as well as for commercial construction companies.

🔧 Work Projects

Job Hazard Assessment Application (MySQL / Django REST / React Redux / Material UI)

Created a responsive web application to facilitate the viewing, searching, and editing of job hazard risk assessments.

Simphony.NET (C# / XML / Windows Forms / WPF / DevExpress / WiX Toolset)

Developed statistical chart components for visualizing data output from Monte Carlo simulation.

Navisworks Estimate (C# / SQL Server / Windows Forms / Navisworks API / WiX Toolset)

Designed and implemented a Navisworks Manage plugin for automated quantity take-off analysis of 3D models.

🔧 Course Projects

Smart Buildings (C# / Unity / BIMServer / Django REST)

Used tenants of agile software development to create a mobile VR application for annotating components of a 3D model.

Ryde (Java / XML / Android SDK / JUnit / Gson / Google Maps API)

Worked in a team of five to create a beautiful and easy-to-use ridesharing app for Android.

Baby's First Robot (C++ / Arduino)

Built an Arduino based autonomous robot with the ability to wall-follow, parallel park, laser target, seek light sources, and navigate a grid-based obstacle field.

Origami (Game Maker Studio)

Took lead programming and art design roles in a group of three to create a platforming game with smooth and engaging gameplay mechanics.