Bogdan Mitrović
Software engineer - student

Contact

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Languages

Serbian ● ● ● ● ●

English ● ● ● ● ●

Italian ● ●

Skills

-Data structures and
 algorithms
-Project patterns
-Profound knowledge of
 computer architecture
-Low level programming
-Application development
-Artificial intelligence
 basics
-Fluency in many
 programming languages,
 most fluent in C and C++,
 then C# and then Python,
 Java, Kotlin etc.

Profile

An experienced and dedicated software engineering student with many finished projects. Worked with various technology stacks and completed many different types of projects, such as mobile and desktop games, IoT platforms, job scheduling software and others. Proficient at using many relevant tools and IDE-s and quick to adapt to new tools. Looking forward to learning new skills and expanding knowledge.

Experience

Research and development internship, Microsoft Development Center Serbia

Worked for 3 months in the Performance team of Managed Instance sector in Microsoft Development Center Serbia after finishing the first year of university. During the internship worked on a tool for automating team's repetitive tasks and workflows which was developed with ASP.NET.

Job scheduling software for truck drivers, freelance project

Worked with a client to create software and browser extension to partially automate the process of scheduling deliveries to truck drivers. The software is complete and fully working.

Unity game development, MagmaDev Niš

Worked for 1 year in a local startup company which specializes in mobile game development. Completed several projects, most notable of which would be a web game optimized for rendering a huge number of blocks without stuttering and wasting resources and a mobile game version of poker, including a fully working server for handling multiplayer rooms and tournaments.

Mobile app development contest, MTS

Completed several fully working mobile applications for MTS mobile app development contest for high school students and won first place.

Automatic LED panel testing software development, DMV Niš

Worked on a team project in C++ with opencv library to develop a program for automatic testing of LED panels for traffic signs which are manufactured by DMV and won second place.

Other competitions

Have taken part in many competitions and won several prizes. Most notable would be: silver and bronze medals in Algorithms and Data Structures competition in Elektrijada, an international university competition; bronze medal in C Programming at Elektrijada; multiple game jams organized by Metropolitan University (two first places and one second); first place in local round of EESTech challenge and second place in final round 2 years in a row (AI themed hackathon organized by EESTEC, final round is on European level); Bubble cup finalist in high school and several others.

Education

Faculty of Electronic Engineering, University of Niš

Computer science class, expected to graduate in October 2024 and continue on Msc.

Gymnasium "Bora Stanković", Niš

Computer science class, graduated with 5.00 average grade in June 2020.