

Aleksa Čevizović

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Portfolio website: <https://cevizara.github.io/portfolio-website/>

EDUCATION

Grammar high school "Uros Predic", Pancevo	2018-2022
School of Electrical Engineering, Belgrade	2022-2026
<i>Bachelor of Software Engineering (Graduation expected 2026)</i>	

PROFESSIONAL EXPERIENCE

Institute "Mihajlo Pupin", Belgrade <i>Internship</i>	April 2025 – July 2025
<ul style="list-style-type: none">Developed a C++ application using Qt for replaying network packets captured with Wireshark over UDP or TCP protocols (client/server modes) with GUI interface, including visual progress and logging. App enables safe and controlled network simulation without relying on live traffic.Worked on an app for data representation with table/view model in Qt with GUI (paging, CRUD operations, filtering data...)	

PROJECTS

"Digital food market" - Group project I did with my team of 4 for faculty course, We used Django and developed a full stack app with different roles.

Web [Wordle game, portfolio website] – HTML, CSS, Bootstrap, JS

Yahtzee - game in Python (RNG for dice roll simulation and interface to see progress)

Hangman, Snake – Java games using multiple threads and OOP principles

Hash table (standard and adaptive) implementation with visual representation - C++, homework for "Algorithms and Data Structure" course

Movie Recommendation and User Rating System (using technologies like JDBC and T-SQL)

SKILLS AND ADDITIONAL

Programming languages: C, C++, Java, Python, JavaScript..

Tools/skills: Git, jQuery, MySQL, Linux basics, Django, VS Code, JetBrains tools, Eclipse, MS Office..

Languages: **Serbian** (Native), **English** (Fluent), **Spanish** (Intermediate-B2 Certificate from Institute Cervantes), **German** (Basic)

Other: Was an international exchange student with AFS program in Spain, Football player for 8 years (played in tournaments in France, Bosnia, Montenegro..), Finished several English learning programs..