

Darjan Drugarinović

Software Engineer with 2 Years' Experience

Personal details—

- darjan.drugarinovic@gmail.com
- 060 7154400
- Niš, Sebia

Skills -

- Proficient in designing system structures and project organization
- Ability to identify, analyze, and solve complex problems
- Strong organizational skills
- Experienced in both front-end and back-end development
- Leadership: Ability to lead and motivate a team

Education -

Faculty of Electronic Engineering, University of Niš

Master of Science, Computer Science, Computer Software Engineering

GPA: 10

Languages -

Serbian

English • • • • •

Romanian

Profile -

I am a solution-oriented software engineer with 2 years' experience specializing in full-stack development. My technical proficiency includes React on the frontend and Node.js on the backend, but because of my ability to quickly learn, I can easily adapt to new technologies.

Experience -

Sep 2022 - May 2024

Software engineer

Cubic Motion DSP

Currently, I am working on four projects:

- React component library
 - Implemented components that are used across various projects, improving UI consistency and reducing development time
- Video player core
 - Unified two distinct libraries into a single project, refactored and reorganized the code that was in development for 2 years
 - Broke down complex logic into smaller pieces and extracted common logic into shared modules
 - Updated the project configuration by replacing Babel, Rollup, Webpack with Vite
 - Added TypeScript support
- React video player
 - Successfully set up the project structure
 - Implemented complex logic related to the timeline
 - Added a variety of custom hooks
- Unified Video
 - Working with multiple instances of video player
 - o Implemented a lot of features that utilize video data

While working at Cubic, I have been in constant contact with designers and developers from around the world on a daily basis. I was responsible for code reviews, projects integration and planning activities

Personal project

Full stack developer

Spremi Ispit

I have developed an educational platform that provides students with unrestricted access to learning resources. Currently, the platform serves 2,000 students from the Faculty of Electronic Engineering. However, I am in the process of expanding its reach to all 30,000 students across the university.

I designed the entire system:

- Backend structure
- Frontend structure
- Entities
- Database schema
- APIs
- Setup a VPS hosting
- Defined app deployment through Github Actions
- Create documentation about running the app in both local and hosting environments, with or without Docker.

I plan to implement this platform in every faculty in Niš by the end of 2024. *Please check out spremiispit.com*

Personal projects

Product sales tracking - Developed a full-stack application for a customer that was used to keep track of product sales. This was my first solution-oriented application to meet customer needs. While developing, I improved my knowledge in React, PHP (Codeigniter), MySql.

Generative AI model for video suggesting system - Developed a Generative AI model that can curate unstructured video data, tagging and categorizing videos into a searchable database structure, with emphasis on creating a user-friendly interface for video search and retrieval.

Text summarization by using AI models - I scraped 500 newspaper articles and summarized them in both Serbian and English to understand the essence of the articles, done with JavaScript and Python, Puppeteer, HuggingFace, spaCy, NLTK, sumy, pysummarization.

Video super resolution - I have implemented a system that creates high-resolution videos from low-resolution videos using super resolution AI models.

Sign language communication system - Developed a system that translates sign language into spoken language and vice versa, enhancing communication for individuals with special needs. Implemented with Python and CV2.

Taxi dash - Collecting information from car sensors to monitor vehicle and driver performance. Implemented with React + Typescript and MQTT.

Social Network Bots - I have implemented bots using Puppeteer for publishing posts on social media platforms, Instagram and Facebook, to increase product sales for my own business.

Cryptocurrency Wallet - I created a cryptocurrency wallet application with React Native.

Hoops VR - I created a virtual reality game using Babylon.js.

Other

Nignite Summership - Developed full stack application to get familiar with basic concepts: dependency injection, migrations, code testing, data flow, lint, clean code. While acquiring these concepts, I got familiar with: Swagger, Jest, Redux, Redux Thunk, SQL Server, ASP.NET Core 2.2, Entity Framework Core.

JSWorld Conference - I attended the JavaScript World Conference held in Amsterdam in 2023.

Education _____ Languages

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