



Darjan Drugarinović

Software Engineer with 3 Years' Experience

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🏠 Niš, Serbia

Profile

- 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

Master's degree of Computer Software Engineering

Faculty of Electronic Engineering, University of Niš, GPA: 10

Bachelor's degree of Computer Science

Faculty of Electronic Engineering, University of Niš, GPA: 8.5

Work Experience

July 2024 - Present

Software engineer

Ascalab

Petrol IoT

- Reading and displaying data from various sensors using Next.js

Petrol Market Access

- Stock market for electricity (working with real time data) with Next.js

Booking

- Extending the Booking API by adding semantic search (research)

Service now

- A platform that automates processes within an organization

Sep 2022 - July 2024

Software engineer

Cubic Motion DSP

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
- Updated codebase from JavaScript to TypeScript

React video player

- Successfully set up the project structure and implemented complex logic related to the timeline

Unified Video

- Working with multiple instances of video player
- 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

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, also Faculty of Mechanical Engineering and Faculty of Civil Engineering. However, I am in the process of expanding its reach to all 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 2025. *Please check out spremiispit.com*

Other projects

Boiler service - Developed a web application for a client to showcase its services

Product sales tracking - Developed a full-stack application for a client 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.

Languages _____

Serbian ☒ ☐ ☐ ☐ ☐

English ☐ ☐ ☐ ☐ ☒

Romanian ☐ ☐ ☒ ☒ ☒