



Dimitrije Jelisavčić

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Belgrade, Serbia

Education

University of Belgrade School of Electrical Engineering, software engineering

2019–Present

University projects

Implementation of Multithreaded Operating System

Implementation of small, but completely functional kernel of operating system, which supports multithreading and memory allocation. Threads, semaphores and memory allocator were implemented. Written in C++.

Neural network training

Creation of CNN(convolutional neural network) and training it to recognize types of ships based on ship picture. Written in Python.

eAccounting

Web application created to simplify and take care of bills. Written in PHP.

Relevant personal projects

Animal kingdom

Web application representing virtual zoo. Main functionalities are: ability for users to create habitats and add it's animals, simulation of zoo tour(browsing through already added habitats), posting pictures and fun facts. Written in PHP, HTML,CSS,Bootstrap.

Nightmare on Maserik street

Simple labyrinth horror chaser game. Main functionalities are: character movement, measurement of distance, multiple monsters has it's unique movement and ability. Written in C++ (Unity). Blender is used for game design.

Languages

English: professional proficiency
Certificate: FCE at Cambridge
Assessment English

Hackathons

3rd place Intermediate level at Engage
Game Jam eeStec hackathon

Programming languages

C++, C, Java, JavaScript, Python, HTML, CSS, PHP

Frameworks/Technologies

Web Development: Vue.js, Angular, Node.js, Express.js

Game Development: Unity

Data Science and Machine Learning:
TensorFlow, PyTorch, Pandas, NumPy