



# Luka Živanović

Teaching Assistant @ Faculty of Mathematics, Belgrade,  
Full Stack Developer

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## Education

### Master studies

Faculty of Mathematics, University of Belgrade

2017 -

### Bachelor of science in informatics

Faculty of Mathematics, University of Belgrade

2017 - 2014

## Projects

### Bank Keyboard

Team project (2 members) for an international bank. Keyboard that allows user to send money by clicking one button and following a short form. Different designs for Android and iOS, all packed in Xamarin application with banks mBanking application.

Implemented in Xamarin

2018

### Sprinklesoft

<https://www.sprinklesoft.net/>

Complete website made for a small team (I am part of it). The site contains projects that we worked on and information about us. Website is fully responsive with custom made animations and contains our projects that are loaded from MySQL database.

Frontend: HTML5/CSS3, jQuery, Bootstrap

Backend: PHP, MySQL

2017

## DIG

<https://www.dig.rs>

2014 - 2017

Complete CMS, web design and testing for a clothing store named DIG. The website contains a cart system, dynamic content that the store's staff can create, edit or delete, and a system for managing orders and sales. This is my first website.

Frontend: HTML5/CSS3, jQuery

Backend: PHP, MySQL

Testing: CasperJS

## Collynx

<https://github.com/kredenac/RS10-collynx>

2017

Team project (4 members) for a faculty course. People can collaborate and explain their ideas easily by drawing on a shared board. Users can elaborate on an existing picture, pdf, presentation, therefore it is also useful offline for presentations and teaching since it allows the user to draw over other running programs. Application was developed using pair programming technique mostly. My focus was on custom shapes, GUI, brush settings, collecting data from backend and storing it on client device.

Frontend: Qt, C++

Backend: Python

## Glide Through Sky

<https://github.com/kredenac/RS10-collynx>

2017

Glide Through Sky is a game inspired by Flappy Bird. The player constantly goes forward while being able to jump and dash. The player spends mana for dashing which he recovers by beating enemies and collecting crystals. The goal is to pass as many obstacles as possible. My focus was to develop low polygon game for lower spec PCs, that keeps consistent and polished aesthetics by randomly generating matching colors and animating game objects smoothly.

Implemented in C, OpenGL, GLUT

## Awards

### MatHack

Faculty of Mathematics, Belgrade 2nd place

May 2018

Trajectory generation using machine learning

### Deep Web Hackathon

Brasidas, Belgrade 2nd place

April 2017

Website analysis (Regular and deep/dark web)

# Beyond Hackathon

Eurobank, Athens 2nd place (of 38 teams)

March 2017

Eurobank voice assistant

## Skills

### Programming Languages

JavaScript C/C++  
C# Python  
Java SQL PHP  
HTML/CSS

### Libraries and Frameworks

ReactJS  
Bootstrap  
Xamarin Qt  
Keras OpenGL

### OS and Tools

macOS Linux  
Windows Git  
Photoshop

## Additional

### Languages

Serbian English

### Hobbies

Powerlifting Skateboarding  
Mountain Biking Gaming