Luka Živanović

Teaching Assistant @ Matematički fakultet u
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Full Stack Developer

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Education

Master studies

2017 - today

Faculty of Mathematics, University of Belgrade

Bachelor of science in informatics

2014 - 2017

Faculty of Mathematics, University of Belgrade

Projets

Bank Keyboard

2018

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

Sprinklesoft

2017

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

DIG

2016 - 2017

https://www.dig.rs

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.

Frontend: HTML5/CSS3, jQuery
Backend: PHP, MySQL
Testing: CasperJS

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

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

IDEs and Libraries

Visual Studio   Xamarin
Qt   ReactJS   Keras
jQuery   Bootstrap
Unity   OpenGL

OS and Tools

macOS   Linux
Windows   Git
Photoshop

Additional

Languages

Serbian   English

Hobbies

Powerlifting   Skateboarding
Mountain Biking   Gaming