Luka Živanović

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

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Experience

Faculty of Mathematics, University of Belgrade

Oct. 2018 - present

http://www.math.rs/

Teaching assistant

Code by Comtrade

Feb. 2019 - Aug. 2019

https://code.edu.rs/

Teacher

LiveKeys (ex. LiveCV)

Sep. 2018 - Apr. 2019

http://livecv.dinusv.com/

Web developer

Education

Master studies

2017 - present

Faculty of Mathematics, University of Belgrade

Bachelor of science in informatics

2014 - 2017

Faculty of Mathematics, University of Belgrade

Projects

Fourier transformation visualization

2018

https://github.com/ZivanovicLuka/FourierTransformationVisualization

Web application for a faculty course that shows how Fourier transformation (aproximation) is generetd visually.

Implemented in javascript (ES6) and pixi.js

Game of Life FP

https://github.com/ZivanovicLuka/GameOfLife-FP 2019

Team project (2 members) for a faculty course. Game of Life built in functional style using meta programming techniques.

Implemented in C++

Libraries: SFML, range-v3

Bank Keyboard

2019

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

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

2017

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

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 a 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

May 2018

Faculty of Mathematics, Belgrade 2nd place

Trajectory generation using machine learning

Deep Web Hackathon

Apr. 2017

Brasidas, Belgrade 2nd place

Website analysis (Regular and deep/dark web)

Beyond Hackathon

Mar. 2017

Eurobank, Athens 2nd place (of 38 teams)

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