Luka Živanović

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

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Experience

Faculty of Mathematics, University of Belgrade
http://www.math.rs/
Teaching assistant

Oct. 2018 - present

Code by Comtrade
https://code.edu.rs/
Teacher

Feb. 2019 - Aug. 2019

LiveKeys (ex. LiveCV)
http://livecv.dinusv.com/
Web developer

Sep. 2018 - Apr. 2019

Education

Master studies
Faculty of Mathematics, University of Belgrade

2017 - present

Bachelor of science in informatics
Faculty of Mathematics, University of Belgrade

2014 - 2017

Projects

doodLbot
https://github.com/ivan-ristovic/doodLbot

2019

A multiplayer game with client - server architecture written from scratch.

Frontend: js and pixi.js
Backend: C# and AspNetCore

Fourier transformation visualization
https://github.com/ZivanovicLuka/FourierTransformationVisualization

2019

Web application that shows how Fourier transformation (approximation) is genereted visually.

Implemented in javascript (ES6) and pixi.js

Game of Life FP

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

Game of Life built by colleague and me in functional style using meta programming techniques.

Implemented in C++

Libraries: SFML, range-v3

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

DIG

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. This is my first website.

Frontend: HTML5/CSS3, jQuery

Backend: PHP, MySQL

Testing: CasperJS

Collynx

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

Team project (4 members). 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

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

Faculty of Mathematics, Belgrade 2nd place

May 2018

Trajectory generation using machine learning

Deep Web Hackathon

Brasidas, Belgrade 2nd place

Apr. 2017

Website analysis (Regular and deep/dark web)

Beyond Hackathon

Eurobank, Athens 2nd place (of 38 teams)

Mar. 2017

Eurobank voice assistant

Skills

Programming Languages

C/C++   C#

Python   Java

JavaScript   SQL

PHP   HTML/CSS

Libraries and Frameworks

OpenGL   Xamarin

Qt   ReactJS

Bootstrap   Keras

OS and Tools

macOS   Linux

Windows   Git

Photoshop

Additional

Languages

Serbian   English

Hobbies

Powerlifting   (e)Skateboarding

Mountain Biking   Gaming