

# 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

2014 -

## Projets

### Bank Keyboard

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

Implemented in Xamarin

## 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

## 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.

Frontend: HTML5/CSS3, jQuery

Backend: PHP, MySQL

Testing: CasperJS

2016

## Collynx

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

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 presentation 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 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 low polygon game for lower spec PCs, that keeps consistent 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

Trajectory generation using machine learning

May

## Deep Web Hackathon

Brasidas, Belgrade, 2nd place

Website analysis (Regular and deep/dark web)

April

## Beyond Hackathon

Eurobank, Athens, 2nd place (of 38 teams)

Eurobank voice assistant

March

## 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