Luka Živanović

Teaching Assistant @ Matematički fakultet u Beogradu,
Full Stack Developer

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Education

Master studies

Faculty of Mathematics, University of Belgrade

2017 -
today

Bachelor of science in informatics

Faculty of Mathematics, University of Belgrade

2014 -
2017

Projets

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

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 -
2017

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 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

2017

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 and polished aesthetics by randomly generating matching colors and animating game objects smoothly.

Implemented in C, OpenGL, GLUT

2017

Awards

MatHack

Faculty of Mathematics, Belgrade, 2nd place

Trajectory generation using machine learning

May 2018

Deep Web Hackathon

Brasidas, Belgrade, 2nd place

Website analysis (Regular and deep/dark web)

April 2017

Beyond Hackathon

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

Eurobank voice assistant

March
2017

Skills

Programming Languages

IDEs and Libraries

OS and Tools

Python   C/C++

C#   Java   SQL

PHP   JavaScript

HTML/CSS

Visual
Studio

Xamarin   Qt

ReactJS   Keras

jQuery   Bootstrap

Unity   OpenGL

macOS   Linux

Windows   Git

Photoshop

Additional

Languages

Hobbies

Serbian   English

Powerlifting   Skateboarding

Mountain   Gaming
Biking