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# Stefan Ilić

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## EXPERIENCE

**LotusFlare, Belgrade** - *Software Engineer*

DECEMBER 2018 - PRESENT

Working as part of the Online Charging System team, I'm developing a cloud-based distributed system that serves more than 10 million users. Some of the accomplishments included:

- Reduced server latency by speeding up validation of requests by about 3x.
- Improved the Offline Charging System by parallelizing data processing.
- Maintained the Proxy server.
- Wrote scripts to analyze and recover data.
- Worked directly with clients to test our servers.

Technologies used: Lua, Scala, C++, Nginx, Cassandra, Redis, Kafka, ClickHouse, Docker, AWS

## EDUCATION

**Faculty of Mathematics, University of Belgrade** - *Undergraduate Studies* 2019 - PRESENT

Mathematics (Computer Science and Informatics)

## PROJECTS

**Chess Diagram Recognition**

Detect and identify a 2D chessboard and configuration of its pieces through the application of image processing. The project consists of the following parts:

- Localization of a chess diagram in the image.
- Building a dataset of chess pieces.
- Training a neural network model to classify a type of each chess piece.

Technologies used: Python, NumPy, OpenCV, Keras, Tkinter

## COURSES

Coursera:

- **Machine Learning**, Stanford University - *finished*
- **Deep Learning Specialization**, deeplearning.ai - *in progress*
- **Algorithms, Part I**, Princeton University - *finished*
- **Algorithms, Part II**, Princeton University - *finished*

## COMPETITIONS

**MatF 2017++**, Belgrade

Finished 5th out of 40 teams (3rd in qualifications) as part of the *Oktobar2* team with my two teammates from the faculty.

## SKILLS

*Programming languages:* C++, Lua, Python, Scala, Java, MATLAB, C, D

## INTERESTS/HOBBIES

- Machine Learning and Computer Vision
- Reading programming books
- Building small 2D games using C++ and SFML
- Chess (1879 ELO rating; Participated in many tournaments in Serbia)