

IVAN GRGUREVIC

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EDUCATION

3.5 GPA (HONORS) INFORMATION TECHNOLOGY, BACHELOR DEGREE OF SCIENCE
Rochester Institute of Technology, Rochester, New York, 2012 - 2016

EXPERIENCE

BACKEND DEVELOPER

Bazzar, June 2014 - May 2016

Bazzar is a startup company that is focused on creating an online marketplace for Croatia. During my time at Bazzar I mostly worked on maintenance and ordinary features, but also worked and lead some interesting projects which include: System for synchronizing 50+ data sources of various sizes and formats, designing and implementing a new server architecture, implementing a search engine for text and geospatial data, and designing the architecture of a large web-store.

JAVA TUTOR

Rochester Institute of Technology, January – June, 2014

I worked as a Java tutor at Rochester Institute of Technology. My responsibility was to help first-year students with their first programming course. The course takes two semesters to finish, and covers basic OOP concepts in Java to some Advanced OOP concepts. I help college students understand both the theoretical and practical side of the Java Language.

WEB DEVELOPER & DESIGNER

ICEsonic, June 2012 – Now

I worked both as a Web Developer and Web Designer for ICEsonic. I was responsible for both the front-end and back-end of the website, as well as constant maintenance. After the first month of deploying icesonic.com the website had a large increase in traffic.

SKILLS

COMFORTABLE WITH:

- Java & Android
- PHP, Laravel, Yii, & Slim
- JavaScript, jQuery & Backbone.js
- Node.js, Express.js, & Sequelize.js
- MySQL, MongoDB, Elasticsearch
- Git, SVN
- SCRUM
- UML
- Software Architecture
- Database Management

PLAYED WITH:

- Ruby & Ruby on Rails
- Python & TensorFlow
- Weka & R Lang
- Neo4j
- Arduino & Raspberry Pi

PROJECTS

SwiftMenu

The goal of SwiftMenu is to help cafes, restaurants, and hotels by making the ordering process more streamlined. SwiftMenu works by having the customer scan a special QR code with their phone, which will then display a menu on their phone. They then choose items on the menu, press the order button, and the order will be brought to them. My responsibilities on this project is to build the restful API and the Android app that consumes the restful API. I am fully responsible for the API, and the data layer and QR code scanner for the Android app.

Fling

Fling is a simple point and shoot game for Android. The main idea of the game is to shoot down nodes before they reach the bottom of the screen. The game has an infinite amount of levels. This project taught me how to build a flexible and scalable framework for simple 2D games. Also, this project taught me about designing a good user experience. Without any marketing, it currently has almost 2000 downloads on the [Google play store](#).

Tilted.js

Tilted.js is a multi-browser JavaScript library designed to simplify browser access to accelerometer and gyroscope data. This project taught me how to design a well thought-out library that can be easily expanded, and is open source [on Github](#).