Milos **Despotovic**

SOFTWARE ENGINEER

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Education

Faculty of Mathematics (University of Belgrade)   *Belgrade, Serbia*
B.S. IN COMPUTER SCIENCE (DROPPED OUT)   *Sep. 2017 - Sep. 2021 (Dropped out)*

Engineering High School (Tehnicka skola "Jovan Zujovic")   *Gornji Milanovac, Serbia*
HIGH SCHOOL DIPLOMA IN COMPUTER HARDWARE   *Sep. 2013 - Jun. 2017*

Experience

Syrmia Way   *Nis, Serbia*
SOFTWARE ENGINEER   *Jun. 2022 - Aug. 2024*

- First project (Jun. 2022 - Jan. 2023): Further developed a C++ library for parsing and rendering subtitles which was a part of a DTV media player. Responsibilities ranged from maintaining existing features and adding new features to the subtitle engine and subtitle parser. Grew to be a main maintainer for the subtitles on multiple platforms.
- Second project (Feb. 2023 - Mar. 2024): Was part of a team that developed drivers for a graphics API inside a VM. Worked mostly on user space drivers written in C in a Linux VM emulated inside QEMU. My role was to generate code for serialization of commands between the host and guest.
- Third project (Mar. 2024 - ongoing): Brought on to a team that continuously tests latest GPU drivers for purposes of AI model execution. My role was to improve and bring standardization to the existing Python code that is used as a testing framework. Also, to deploy a CI/CD pipeline for gathering performance data for multiple GPU SKU's by deploying the machines, drivers, and the testing framework to collect said data.

HTEC   *Remote, Serbia*
EMBEDDED SOFTWARE ENGINEER   *Aug. 2024 - ongoing*

- First project (Mar. 2024 - ongoing): Continuation of the last project from Syrmia.

Skills

Technologies: C/C++(4/5), Python(4/5), Linux(4/5), Windows(3/5), Git(5/5)
Languages: Serbian(mother tongue), English(fluent)
Frameworks: Google Test, OpenCL, Mako templating...

Projects

- Worked with colleagues on a Raspberry Pi music server. That received and resolved commands from multiple users and outputted the desired music on the speakers attached to the device.
- Tested the probability of math problems using the law of large numbers.
- Algorithm that calculates twilight duration for set location and date. As a part of an assignment on the course introduction into Astronomy.
- Writing and documenting solutions to leetcode problems that are more efficient and readable.

Intrests

- Code optimization, both high and low level optimization.
- Writing clean and elegant code.
- Learning AI/Machine learning.
- Paragliding, Photography, Mountaineering, Movies, Gaming...