

Milos Despotovic

SOFTWARE ENGINEER

Gornji Milanovac, Serbia

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Education

Faculty of Mathematics(University of Belgrade)

B.S. IN COMPUTER SCIENCE (DROPPED OUT)

Belgrade, Serbia

Sep. 2017 - Sep. 2021 (Dropped out)

Engineering High School(Tehnicka skola "Jovan Zujovic")

HIGH SCHOOL DIPLOMA IN COMPUTER HARDWARE

Gornji Milanovac, Serbia

Sep. 2013 - Jun. 2017

Experience

Syrmia Way

SOFTWARE ENGINEER

Nis, Serbia

Jun. 2022 - ongoing

- First project(Jun. 2022 - Jan. 2023): Since being brought on, I was responsible for the subtitle engine on the media player that we were working on. My duties ranged from refactoring, test writing, implementing new features, extraction of the module... on both the parser and rendering part of the engine.
- Second project(Feb. 2023 - ongoing): In charge of editing scripts that generate code needed for serialization of API calls in VMs. So that they can be executed on the host machine with minor performance overheads.

Skills

Technologies: C/C++(5/5), Python(4/5), Bash(3/5), Linux(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.
- Photography, Mountaineering, Movies, Gaming...