

Leonardo Marinović

Student

EDUCATION

WORKSHOP

WES - Workshop on Embedded Systems

Successfully graduated and was involved in 24-hour Hackathon

2022, Zagreb

ACADEMY

Infinum Academy - Spring & Kotlin course

Successfully graduated

2022, Zagreb

CURRENT EDUCATION

Information Technology - Office Organization and Informatization Specialty

Zagreb University of Applied Sciences

2020 - present, Zagreb

HIGH SCHOOL EDUCATION

Science and Math Gymnasium

Gimnazija Požega

2016 - 2020, Požega

SKILLS

Technologies

Skilled: C++, Kotlin

Competent: Java, Python, Javascript, PostgreSQL, HTML/XML, CSS

Libraries/frameworks/tools: Spring, Git, Github, Docker, Typescript, OpenGL, Bootstrap

PROJECTS

KobeGE

Game engine written in C++ using OpenGL API

Dungeon Scripter

Game created for MC2 programming competition, characters are being controlled by writing pseudocode on web

Other projects available on github: github.com/LeonardoM011

OTHER

TVZ MC2 programming competition

2022

Infokup programming competition

4. on national cup

2015

Robotics club

Member of Robotics club and Robocup national competition

2017-2020

Date of birth: 05/11/2001

Leonardo.leo.201@gmail.com

Sex: male

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10000 Zagreb

Languages

Croatian (native)

English (expert)

Other skills

Teamwork

Analytical thinking

Self taught

Ready to adapt

Contacts

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github.com/LeonardoM011