

**Employment**

<b>Software Engineer</b>	<b>Axilis/Superbet</b>	<b>Oct 2020 – Present</b>
<ul style="list-style-type: none"> <li>Implemented an archival system that archived old tickets from the betting system, which reduced the database disk load from 7TB to 3.5TB and archived ~22 million tickets and counting. The newly freed space enabled easier management of the database while also creating more space to grow the business by being able to process even more tickets.</li> <li>Implemented and deployed a new service used by more than 1.5 million users every day as a first point of contact with zero downtime. Part of it was the redesign and implementation of frontend to backend communication contracts using REST and gRPC API communication, which enabled us to deprecate the legacy part of the system and make it easier to maintain.</li> <li>Migrated maintenance flags from the crude configuration files to feature flagging, enabling support teams to be able to respond to incidents from 10 minutes to seconds and simplifying the codebase in the process.</li> </ul>		
Technologies used: Golang, gRPC, Kafka, Kubernetes, CockroachDB, ArgoCD, AWS S3		
<b>Software Engineer</b>	<b>Mindsmiths (Vingd)</b>	<b>Oct 2017 – Sep 2020</b>
<ul style="list-style-type: none"> <li>Led the design and implementation of the company's in-house assistant, including designing the architecture, distributing tasks to the interns working on the project, and collaborating with the product teams on devising the new look of the assistant.</li> <li>Worked on the implementation of Andrija AI, the first digital assistant backed by the Croatian government created to help in the fight against COVID-19. Andrija helped more than 70 thousand people.</li> <li>Designed and implemented a search module with a client SDK and backend server that enabled the search of client's contractors, enabling its salespeople to get the latest data and make decisions on sales based on it</li> <li>Sourced, processed, saved and later used the historical football data from Croatian national league to simulate the outcomes of the following year's tournament using Monte Carlo simulations. The simulation correctly predicted the winner of the tournament.</li> </ul>		
Technologies used: Python, Django, Flask, MongoDB, Kubernetes, Solr, Pandas, scikit-learn		

**Education**

<b>Zagreb, Croatia</b>	<b>University of Zagreb, FER</b>	<b>2014 – 2020</b>
<ul style="list-style-type: none"> <li>M.S.E. in Computer Science, 2020</li> <li>B.S.E. in Computer Science and Information Technology, 2018</li> <li>Graduate Thesis: Fact-Checking from Text using Machine Learning Methods.</li> <li>Undergraduate Thesis: Sentiment Analysis from Customer Reviews of Hospitality and Catering Businesses</li> </ul>		
<b>Personal projects</b>		

**Projects**

- Automated browser game player.** Implemented a script that would play the moves I wanted in a browser game called Ogame using the Selenium framework. The script saved the resources collected in the game on the days I didn't feel like playing it.
- Word finder.** Desktop application that takes the maximum word length and available letters and outputs the words in the Croatian language that could be created from those words. It was meant to be used as a help in mobile word games.

**Additional Experience and Awards**

- Instructor (2017.):** Assisted in lecturing of the Basics of Linux Operating systems course

**Languages and Technologies**

- Python, Golang; Basic knowledge of C++, C, Java;
- Kafka, Kubernetes, Protobuf, git, CockroachDB, MongoDB; Basic: Postgres, Django, Solr