



MARKO NIKOLIĆ

IT Developer from Serbia/Belgrade



Contact

Born : 16/03/1998
 Serbia/Belgrade/Surčin
 portfolio.eronelit.com
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Language

Serbian
Mother tongue
 English
Excellent both written & oral

Education

Singidunum University
Information Technology and Computing
- Student
 Tehnicka Skola Novi Beograd
Modeling, Virtual Environments and Simulation

Personal Projects

Eronelit Q
Web engine [<https://search.eronelit.com>]
Full PC info
All information PC [<https://blog.eronelit.com/2016/11/eronel-full-pc-information.html>]
Interaktivmarket
Bussiness social network [<https://interaktivmarket.com>]
Eronelit O/FTP
Online FTP Client [<https://ftpo.eronelit.com/>]
Eronelit Web Q
Web browser
AND MORE

Other important information

Programming :

C#, javascript, HTML5, css3, asp.net,PHP, jQuery UI,VB, C++, SQL,...

Game engines :

Unreal Engine, Unity, CryEngine, in-house game engine (based on C++, OpenGL, Bullet physics...)

Libraries :

Bullet and PhysX physics, OpenCV, QT, SDL2, Assimp, OpenGL legacy..

Science :

Quantum (Quantum Theory, Wromhole,space,gravitational physics,robotic solutions in medicine, space, ...), Space explore,exploring the entire history of the planet Earth,...



Platforms :

PC, Android, Oculus Rift VR, Google Cardboard, Microsoft Kinect, Linux(Debian,Ubundu), Embedded systems

Skills :

Programming , design, behavioral trees, 3D modeling, gameplay design, particle system, Industry Simulation(PTC CREO)