



# MARKO NIKOLIĆ

IT Developer from Serbia/Belgrade



## Contact

♥ Born : 16/03/1998  
📍 Serbia/Belgrade/Surčin  
🌐 [portfolio.eronelit.com](https://portfolio.eronelit.com)  
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🐙 [github.com/marko9827](https://github.com/marko9827)

## 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> ]

### Echat

Bussiness/Stream/Gaming network  
[ <https://echat.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)