Matija Miličević

Programer

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Education

2015– **Informatics**, *Faculty of Mathematics*, University of Belgrade.
Fourth year bachelor studies

2011–2014 **High school**, *Ninth Gymnasium "Mihailo Petrović Alas"*, Belgrade.
Natural sciences and mathematics course

Projects

- **Mail client and server (June 2020.)** - Web programming course project. In a team with 4 colleagues worked on implementing a gmail clone. Technologies used on the client were Angular 9, RxJS and Angular Material. Node.js and postgres with TypeORM were used on the server. Team role was to synchronize message streams and do general client side programming(link).
- **Turn based video game (February 2020.)** - Software development course project. Written in C++, also using the Qt5 GUI library. Players move their units on the board, with the objective being to eliminate all their opponents units(link).
- **Minesweeper (January 2020.)** - Project for the Levi9 JavaScript course. Project consists of 3 parts: 1) Vanilla JS video game (minesweeper); 2) Node.js server + MongoDB for storing highscores; 3) React SPA leaderboard for displaying highscores(link).
- **Free throw shooting (May 2019.)** - Mathematical modeling course project. In a team with a colleague written a paper on calculating the optimal shot angle in relation to the height of the free throw shooter. Angle calculation was implemented using Python and the NumPy library(link).
- **Side-scroller video game (January 2018.)** - Computer graphics course project. Written in C, using OpenGL for graphics rendering. The goal of the game is to reach the last platform(link).

Programming languages

C++
- STL

JavaScript
- ES6, TypeScript
- Angular, RxJS
- Node.js, Express.js

SQL
- Relational databases

Java
- OOP concepts

Python
- NumPy
- Matplotlib

C#
- .Net basics

Technologies

- Git version control
- Linux i Windows operating systems
- IntelliJ IDEA, Visual Studio Code i Qt Creator IDEs
- Docker, Docker Compose

Languages

English	Proficient
Italian	Elementary knowledge