

# Vuk Djordjevic

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## Summary

Aspiring computer engineering student. Ex intern at Wargaming. Currently in my fourth year of studies with a 9.73 GPA.

Proficient in the following programming languages: C/C++, Python, Java, Shell Scripting languages (Bash, PowerShell, etc.) and SQL.

Knowledgeable about the usage and programming of Linux OS.

Interested in game development, game engines and computer graphics.

Well versed in problem solving, algorithms, computer architecture, operating systems, concurrent, distributed and object-oriented programming.

## Experience



### Software Engineer Intern

Wargaming

Jun 2023 - Sep 2023 (4 months)

Enhancing the World of Tanks game engine and resolving critical issues while working at the Belgrade tech stream as a game engine developer.

This job was crucial for me in getting to know the industry and the way it functions on a large scale with big software projects, with tools like Jira, Confluence, version control, and the Agile methodology.



### Project Lead

Wargaming

Mar 2023 - May 2023 (3 months)

A small but fully functional multiplayer turn-based strategy game made in Python during the Wargaming Forge course in a team of three people.

The bot player AI was trained using the Multi-Armed Bandit (MAB) Machine Learning framework, and even though I did not directly work on this subsystem, I managed to learn about the way it functions.

Project link: [\[https://github.com/MegatronJeremy/Team-Segfault\]](https://github.com/MegatronJeremy/Team-Segfault)



### Project Lead

Personal Projects

Aug 2022 - Oct 2022 (3 months)

Implementation of a minimal ISA (Instruction Set Architecture) on an FPGA development board using Quartus, capable of running the classic video game Pong using a VGA output and keyboard controls.

This was an important project for me because it gave me an idea of what it really means to work together as a team on a full-scale project.

Later on this project helped us with our participation in the Elsys FPGA hackathon, where we were very close to getting first place.

Project link: [\[https://github.com/MegatronJeremy/Whitebeard\]](https://github.com/MegatronJeremy/Whitebeard)



### **Student Teaching Assistant**

University of Belgrade, School of Electrical Engineering

Oct 2022 - Present (1 year 5 months)

Helping college professors and teaching assistants at my faculty in ventures such as grading laboratory work, project assignments, and other tasks.

## **Education**



### **University of Belgrade**

Bachelor's degree, Computer Engineering

Oct 2020 - Oct 2024



### **University of Belgrade, School of Electrical Engineering**

Bachelor's degree, Computer Engineering

Oct 2020 - Oct 2024

## **Licenses & Certifications**



### **Wargaming Forge Software Engineering Course Certificate - Wargaming**

SE20230516-02

## **Skills**

Operating Systems • Concurrent Programming • Computer Graphics • Product Development • Version Control Tools • Analytical Skills • Confluence • Python (Programming Language) • C++ • Jira