

# Darinka Zobenica

✉ <http://alas.matf.bg.ac.rs/mi16075/>  
⌚ [github.com/Mentathiel](https://github.com/Mentathiel)   [in linkedin.com/in/darinkazobenica](https://linkedin.com/in/darinkazobenica)  
ℹ Personal information taken out for online privacy because this version of my CV is public.  
ℹ Feel free to contact me via LinkedIn or contacts provided on my website.



## Computer Science Undergraduate

### 🎓 Education

Sep 2016 - Sep 2021 exp. **Bachelor of Computer Science** at Faculty of Mathematics, *University of Belgrade*

### ☰ Skills

Programming Languages : C, C++, Java, SQL, python, C# (Unity), js (jQuery)  
Descriptive Languages : HTML, CSS, L<sup>A</sup>T<sub>E</sub>X  
Parsing : Flex, Yacc  
Tools & Environments : git, IntelliJ IDEA, Jupyter Notebook, QT Creator  
Operating Systems : Linux, Windows  
Soft Skills : Teamwork, Leadership, Fundraising, Corporate Relations, Communication, Note-taking

### </> Projects & Experiences

Mar 2019 - Present	<b>Freelance Author, StackAbuse</b> , <a href="https://stackabuse.com/author/darinka/">https://stackabuse.com/author/darinka/</a> Writing articles on various CS topics. <span>markdown</span> <span>Sorting Algorithms</span> <span>Java</span> <span>python</span> <span>Genetic Algorithms</span> <span>Design Patterns</span>
Oct 2019	<b>Iterated Prisoner's Dilemma Simulation, College Assignment, qt</b>
Jan 2020	Made a simulation of a gametheoretical concept, Iterated Prisoner's Dilemma, in C++, as a part of a team of three. <span>C++</span> <span>qt</span> <span>Game Theory</span> <span>QMake</span> <span>catch2</span>
Aug 2019	<b>Classification of Speed Dating Data, College Assignment, SPSS</b>
Sep 2019	Analyzed a speed dating dataset from a Colombian experiment to see how traits such as race, income, shared interests, and age differences affect partner choice. <span>SPSS</span> <span>LaTeX</span>
Jul 2019	<b>Chess Game, College Assignment, OpenGL</b>
Aug 2019	Made a prototype of a chess game in OpenGL. As a first C++ project, it taught me a lot of the basics of working in it. Mostly focused on the chess logic itself and good OO design, and less on the visual presentation. <span>C++</span> <span>OpenGL</span>
Sep 2018	<b>Trail, Personal Project, Adventure Game Studio</b>
Feb 2019	Participated as a part of a team in SGA's initiative, was assigned Nordeus to mentor us while building a publishable game in five months. Managed a team of ten artists and programmers, as well as acted as Lead Programmer. Made about an hour long point and click game in Adventure Game Studio. <span>Adventure Game Studio</span> <span>AGS Script</span> <span>Game Development</span> <span>Project Management</span> <span>Product Management</span> <span>Teamwork</span>
Jul 2015	<b>Game Development Intern, Cofa Games , C#, Unity3D</b>
Aug 2015	> Made a <i>3D Runner Game</i> using Cofa Games' assets (the code is private because of this), implemented buffering to generate a pseudo-infinite road efficiently, as well as randomly placed obstacles and collectibles. > Made a <i>Stick Hero Clone</i> using Cofa Games' assets. <span>Unity</span> <span>C#</span> <span>Game Development</span>

## </> Extracurricular Activities

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### Workshops & Conferences Attended :

- › MuleSoft Workshop (WeAreTheFutureOfIT 2019)  
Mulesoft Anypoint Platform Postman
- › Distributed App Development on Etherium Platform Workshop (WeAreTheFutureOfIT 2018)  
Blockchain Solidity Etherium web3 React
- › GameDev Incubator  
A two month long series of weekend workshops on all aspects of game development industry, followed by a six month mentorship to make one's own game.  
Unity C# Java (server) Cloud servers Game Development  
Game Design Project Management Product Management  
Teamwork Marketing
- › WeAreDevelopers World Congress 2018  
CSS javascript Generative Art Procedural Generation

### Omicron Students' Organization :

- › Positions :  
FR Manager, FR Team Leader, President
- › Projects :  
MatHackathon, JobPrep, MATF Survival Guide, Cubicon, helped the faculty organize MATF++ and IT@MATF
- › Responsibilities : Keeping in touch with partners and friends of the organization, securing funds for projects, managing and mentoring the FR team, managing the Board, taking notes, keeping records, dealing with paperwork and finances.
- › Omicron Web Page (Serbian)  
Leadership Teamwork Fundraising Corporate Relations  
Communication Note-taking

## 🔧 Honors & Awards

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Spring 2015 **1st Place**, Case Challenge by Infinity Impulse (GOTO Marketing Strategy for Awakening of Heroes).

## 🌐 Languages

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Serbian : Native Proficiency  
English : Full Professional Proficiency  
Russian : Elementary Proficiency