

# Milosz Boghe

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## PXL bachelor

### SOFT SKILLS

- |              |             |                        |
|--------------|-------------|------------------------|
| ▪ Respectful | ▪ Flexible  | ▪ Attention to detail  |
| ▪ Honest     | ▪ Punctual  | ▪ Willingness to learn |
| ▪ Reliable   | ▪ Ambitious |                        |

### TECHNICAL SKILLS

- |              |                         |                        |
|--------------|-------------------------|------------------------|
| • JavaScript | • Python                | • Back-end development |
| • Java       | • HTML/CSS              |                        |
| • C#         | • Front-end development |                        |

### LANGUAGE SKILLS

- |                                      |   |                    |
|--------------------------------------|---|--------------------|
| • Dutch (native language):<br>Fluent | • English:<br>Listening: Fluent<br>Speaking: Advanced<br>Reading: Fluent<br>Writing: Fluent | • French:<br>Basic |
|--------------------------------------|---|--------------------|

### EDUCATION

- Professional bachelor of applied information technology at PXL University College (2018-...)
- Additional general education at CVO De Oranjerie (2017-2018)
- Professional bachelor of applied information technology at UCLL University College (2016-2017)
- Animal care at Tuinbouwschool OLV Sint-Truiden (2012-2016)

### INTERESTS

- |                           |                       |           |
|---------------------------|-----------------------|-----------|
| • Artificial Intelligence | • Learning new things | • Economy |
| • Programming             | • Science             | • Reading |
| • Virtual Reality         | • Games               |           |

### PROJECTS

(2017) Mastermind:

This was a school project where we had to develop a playable game of mastermind for up to 4 players with a team of 3 people. My contribution to this project was front-end and back-end. In the front-end I worked all the JavaScript code and just a tiny bit HTML. One of my teammates did all the other HTML/CSS, the other one worked back-end. I also did a lot of back-end though. I'd say roughly 30% of the back-end. Near the end of the project, when we were testing the functionality, we got some back-end errors which I also had to debug and rewrite for it to work.