

**First Name:** Milosz  
**Surname:** Boghe  
**Birthdate:** 27/07/1995  
**Email:** Milosz.boghe@gmail.com  
**Mobile:** +32478514128  
**LinkedIn:** <https://www.linkedin.com/in/milosz-boghe-0a4aa4196/>  
**Github:** <https://github.com/MiloszBoghePXL>  
**Facebook:** <https://www.facebook.com/DeBesteProgrammeur>

## 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)

## SOFT SKILLS

---

- |              |             |                       |
|--------------|-------------|-----------------------|
| ▪ Respectful | ▪ Flexible  | ▪ Attention to detail |
| ▪ Honest     | ▪ Punctual  | ▪ Eager 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 |
|--------------------------------------|---|--------------------|

## INTERESTS

---

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

## PROJECTS

---

### (2017) Mastermind:

- School project in which we developed a playable game of mastermind (Back-end and front-end).
- Groupsproject of 4 people.
- Primarily worked on front-end using javascript, also did a part of the back-end, including debugging and fixing errors at the end.