**Milosz Boghe**

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***PXL bachelor***

**Soft Skills**

* Respectful
* Honest
* Reliable
* Flexible
* Punctual
* Ambitious
* Attention to detail
* Willingness to learn

**Technical skills**

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

**Language skills**

* Dutch (native language):  
  Fluent
* English:  
  Listening: Fluent

Speaking: Advanced

Reading: Fluent

Writing: Fluent

* French:

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
* Programming
* Virtual Reality
* Learning new things
* Science
* Games
* Economy
* Reading

**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.