

Nikola Milev

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🏠 Vojislava Ilica, 87, Belgrade | 📅 12.05.1993.



Languages

English

Serbian

Programming

C

Java

C++

Python

Haskell

GNU Linux

LaTeX

HTML

CSS

Git

IntelliJ IDEA

Eclipse

Bison

Flex

OpenSSL

EXPERIENCE

- 10/2016 — present Teaching Associate, Department of Computer Science
Faculty of Mathematics, University of Belgrade
Teaching courses, organising and grading exams. Courses taught: Introduction to programming, Introduction to object oriented programming and Introduction to computer organisation and architecture
- 07/2016 — 10/2016 Intern
ESDL (Electronics Systems Design Limited), Malta
Implemented a server RaspberryPi with UART communication. Implemented in C, using OpenSSL
- 05/2016 Intern
sTech d.o.o. Belgrade, member of UNIQA Group Austria
Worked within three teams in order to get introduced to the system used for processing insurance policies.

EDUCATION

- 2016 — present Master's Degree in Computer Science
Faculty of Mathematics, University of Belgrade
Currently learning about machine learning, functional programming, automated reasoning, etc. GPA 10 out of 10.
- 2012 — 2016 Bachelor's Degree in Computer Science
Faculty of Mathematics, University of Belgrade
Passed many courses that covered important topics such as algorithms, object oriented programming, Unix system programming, etc. Graduated as one of the best students in the generation. GPA 9.61 out of 10.
- 2008 — 2012 High School
Grammar School, Valjevo
Finished with several awards for good students. Was a member of the school choir and took part in various music manifestations.

AWARDS AND ACTIVITIES

- 2016 Dositeja scholarship: a scholarship awarded to 800 best students of undergraduate studies in Serbia.
- 10/2016 Brand New Engineers Hackathon, team Schwifty, 3rd place.

PROJECTS

Minipascal to flowchart: A small program that compiles a small subset of Pascal into a LaTeX flowchart, written in C++ using Flex and Bison.

Turing machine: A Turing machine simulation, written in Java.

Origami simulator: A group project written in C++ using STL and Qt libraries. Implemented the data structure, serialization and several smaller tasks.

Minesweeper: An implementation of the game written in Java.

INTERESTS

🚴 Cycling
🎵 Music
💻 Programming

🏊 Swimming
✈ Travelling
🎮 Video games

🏛 Sightseeing
🍳 Cooking
📺 Movies and TV