Nikola Milev

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Otona Zupancica 1/34, Belgrade | 12.05.1993.

Languages

English

Serbian

Programming

C

C++

Java

Python

NodeJS

Android

Haskell

Subversion

Git

Visual Studio

GNU Linux

Experience

10/2018 – present
Software developer
Technology Partnership
Currently working on a C++ cross-platform application built around the Chromium Embedded Framework.

10/2017 – 4/2018
Software developer
RT-RK
Worked on maintaining an Android mobile application for facial recognition and emotion detection.

10/2016 – 10/2018
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
Software Development Intern
ESDL (Electronics Systems Design Limited), Malta
Implemented a RaspberryPi server with UART communication. Implemented in C, using OpenSSL.

Education

2016 – 2018
Master's Degree in Computer Science
Faculty of Mathematics, University of Belgrade
Learnined about machine learning, functional programming, automated reasoning, etc. GPA 9.6 out of 10. Completed the master thesis with the title "The application of Deep Q Learning to automated video game playing".

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.

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 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