Nikola **Milev**

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Otona Zupancica 1/34, Belgrade | 12.05.1993.

Languages

English

Serbian

Programming

C

Java

C++

Python

Haskell

GNU Linux

LaTeX

Git

Intellij IDEA

Eclipse

Experience

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

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 RaspberryPi server 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 9.6 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