Dragan Vuletic

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Education

University of Udine *Oct 2021 – May 2024*
MS in Computer Science
- **Coursework:** Parallel Architecture, Computer Graphics, Game Programming, Computational Geometry
- **Thesis:** Simulation of translucency in real-time using dynamic sampling based on local contrast

University of Udine *Oct 2017 – Oct 2021*
BS in Internet of Things, Big Data and Web
- **Coursework:** Algorithms and Data Structures, Machine Learning, IoT, Web Development
- **Thesis:** Automated use of underwater ROVs for seabed exploration and object recognition

Experience

Game Programmer Internship *Udine, IT*
HCI Lab - University of Udine *Oct 2023 – Feb 2024*
- Developed in Unity an exergame initially devised for mobile devices *Repository Source* ↗
- Integrated VR headset and KAT treadmill support allowing for full movement freedom

Software Engineer Internship *Trieste, IT*
XLbit *Feb 2017 – Mar 2017*
- Implemented a customizable database filtering system used internally for YesAlps

Projects

DX11 Real-Time Renderer *Repository Source* ↗
- Developing a real-time renderer for experimental purposes
- Relevant Features: Render Graph, Multiple SSS Algorithms, PBR
- Tools Used: C/C++, HLSL, DirectX 11

Approximate MVBB Visualizer *Repository Source* ↗
- Developed a tool for computing and visualizing the approximate Minimum Volume Bounding Box (MVBB) of a given 3D model
- Tools Used: C++, Qt, CGAL

Wardrobe Geek *Repository Source* ↗
- Developed a smartphone app for managing and sharing your outfits
- Tools Used: Dart, Flutter

Technical Skills

Languages: C/C++, HLSL, C#, Python, Dart, Haskell, Java, SQL, JavaScript, PHP

Technologies: DirectX 11, CUDA, Node.js, Flutter

Tools: RenderDoc, PIX for Windows, Unity, Visual Studio, CMake

Languages

- Italian (Native)
- Serbo-Croatian (Native)
- English (Advanced)