

Nikola Milinković

Full-Stack Web Developer

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Portfolio Website

- nikola-portfolio-website.vercel.app

GitHub

- github.com/NikolaMilinkovic

Education

- Information Technology School
2021 - 2024
Graduated Engineer of Information Technologies
- High School of Economics "Nada Dimic"
2012 - 2016
Business Technician

Courses

- [The Odin Project](#)
Full-Stack Web Development Course
- [Front End Masters](#)
Data Structures & Algorithms course

Languages

- Serbian - Native
- English - Fluent
- Japanese - Basic
- German - Basic

Summary

Backed by a traditional programming-centric academic background, I made the decision to focus my efforts on becoming a full-stack web developer. My self-taught journey has been difficult, but with strong determination, I've navigated complex problems and overcome significant challenges, ultimately becoming a better programmer in the process.

Skills

Front-end:

- JavaScript
- HTML / CSS
- React
- React Native
- SASS

Back-end:

- Express
- Node.js

Database:

- SQL
- MongoDB
- Microsoft SQL Server

Other:

- Jest
- Git | GitHub
- Postman

Experience

Freelance Web Developer | February 2024 - Present

- Designed application / website systems and architectures.
- Communicated with clients to better understand their needs and enhanced the app's functionality based on their input.

Game Design & World Builder | Game of Education | 2021 - 2023

- Collaborated with colleagues throughout project planning, implementation and map testing.
- Designed and constructed engaging and immersive Minecraft Bedrock maps, focusing on gameplay, mechanics and aesthetics.
- Contributed to the success of multiple top performing maps, including "How to Live Inside an Axolotl", "TNT Tools" & "Summer Beach Bunker."

Projects

Mc Schematic Manager

[Live Demo](#) | [GitHub Front-end](#) | [GitHub Back-end](#)

Developed an online tool for storing, managing, and retrieving .schematic files (type of file used to save and share structures in Minecraft).

- Efficient File Handling:** Implemented a Puppeteer script to optimize the upload of .schematic files via third party service.
- User Authentication & Authorization:** Secured the application using JWT for authentication and permission-based access control, ensuring only authorized users can manage assets.
- Advanced Search:** Implemented search functionality that allows users to efficiently find assets and collections by searching based on asset names and tags applied to each asset.
- User Management Dashboard:** Developed a user manager dashboard for adding/removing users, managing permissions, and updating user information.
- Lazy Loading & Image Storage:** Integrated custom lazy loading for images and utilized Cloudinary for efficient storage and retrieval.
- Efficient Inputs:** Enhanced user interaction by implementing input autocomplete based on previous entries, drag & drop for file/image upload, and upload via clipboard.

Portfolio Website

[Live Demo](#) | [GitHub repository](#)

Developed a personal portfolio website to showcase my skills, achievements, and projects.

- Interactive Chatbot:** Integrated a custom ChatGPT 4o-mini API to answer questions about me based on pre-defined instructions, providing a personalized user experience.
- Email Integration:** Implemented the EmailJS library to handle form submissions, allowing users to send emails directly from the website.
- Parallax Effect:** Implemented a parallax effect to enhance the website's interactivity and provide a more dynamic user experience.

Battleship Game

[Live Demo](#) | [GitHub repository](#)

Developed an interactive web-based version of the classic Battleship game that features smart AI opponent and dynamically created fields.

- Custom Sound Controls:** Integrated sound effects with customizable volume controls.
- Randomized Fields:** Created dynamic game boards featuring islands and water bombs, adding variety and challenge to each game session.
- AI Opponent:** Coded an algorithm for the AI opponent that detects hits and continues targeting the same ship until it is sunk.
- Immersive Storyline:** Implemented a short storyline to deepen player immersion and seamlessly explain game controls.
- Drag & Drop Ship Placement:** Created an intuitive drag-and-drop interface for easy and precise ship placement on the game board.