

Nikola Milinković

Full-Stack Web Developer

Belgrade / Serbia • nikolamilinkovic221@gmail.com • +381 63 1202 585



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: | Back-end: | Database: | Other: |
|---|---|--|---|
| <ul style="list-style-type: none">JavaScriptHTML / CSSReactReact NativeSASS | <ul style="list-style-type: none">ExpressNode.js | <ul style="list-style-type: none">SQLMongoDBMicrosoft SQL Server | <ul style="list-style-type: none">JestGit GitHubPostman |

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](#)

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

- Efficient File Handling:** Puppeteer script that optimizes the upload of .schematic files via third party service.
- User Authentication & Authorization:** JWT for authentication and permission-based access control.
- Advanced Search:** Search via input, based on asset names and tags applied to each asset.
- User Management Dashboard:** Dashboard for adding/removing users, managing permissions, and updating user information.
- Lazy Loading & Image Storage:** Image lazy loading and Cloudinary for efficient storage and performance.
- Efficient Inputs:** Input auto-complete based on previous entries, drag & drop for file/image upload, and upload via clipboard.

Portfolio Website

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

Personal portfolio website that showcases my skills, achievements, and projects.

- Interactive Chatbot:** Custom ChatGPT 4o-mini API to answer questions about me based on pre-defined instructions.
- Email Integration:** EmailJS library to handle form submissions, allowing users to send emails directly from the website.

Battleship Game

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

Interactive web-based version of the classic Battleship game that features smart AI opponent.

- Custom Sound Controls:** Integrated sound effects with customizable volume controls.
- Randomized Fields:** Dynamic game boards featuring islands and water bombs.
- AI Opponent:** Algorithm that detects hits and continues targeting the same ship until it's sunk.
- Immersive Storyline:** Short storyline to deepen player immersion and seamlessly explain game controls.
- Drag & Drop Ship Placement:** Drag-and-drop interface for ship placement on the game board.

CLI Data Structures

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

Command Line Interface (CLI) application aimed at teaching users various data structures through their visual representation, methods for manipulation and code snippets.

- CLI Functionality:** Terminal window for inserting commands in order to interact with the website.
- Animated Changes:** Animated methods for data structure manipulation to visually represent changes and enhance user understanding.