LJUBICA MAJSTOROVIĆ

Software Engineer

Belgrade, Serbia

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LINKS

LinkedIn*, *GitHub

EXPERIENCE

Software Engineer Intern, BlackRock
Jun 2023 — Aug 2023
Belgrade

I, alongside the other intern, have implemented a new important feature that gathers the data for analysis in a very efficient way. During the process, I have learned a lot of new concepts such as Microservices Architecture, Event-Sourcing etc., and at the same time, I have learned many new technologies such as C# and ASP.NET Core.

EDUCATION

School of Electrical Engineering, University of Belgrade
Oct 2020 — Present
Belgrade

Bachelor's Degree, Software Engineering

Gymnasium Saint Sava
Sep 2016 — Jun 2020
Pozega

High School, Natural Sciences

SKILLS

- Event-driven Programming
- ASP.NET Core
- English Language
- Object-Oriented Programming
- Front-End Web Development
- Back-End Web Development
- Software Design Patterns
- Operating Systems
- Algorithms & Data Structures
- Microservices Architecture

PROJECTS

Kernel For A Multithreaded Operating System With Time Sharing
Aug 2022 — Aug 2022
Belgrade

A completely functional kernel for a multithreaded operating system with time sharing. This kernel was implemented in Assembly and C/C++, and is intended for RISC-V processor architecture. In this project I have implemented a memory allocator, threads, scheduler, semaphores and asynchronous context switch (interrupts can be caused either by timer or by keyboard).

"MajstorNaKlik" Web Application
Mar 2023 — Jun 2023
Belgrade

A web application that connects people with the handymen they need in just a few clicks. This was implemented as a team project and we went through all phases of a software development cycle. Front-end is implemented in HTML, CSS and JavaScript. Back-end is implemented in CodeIgniter.

Helicopter Game
Jun 2023 — Present
Belgrade

Two separate computer games, one with 2D, and the other with 3D interactive graphics, implemented with JavaFX library. Successfully implemented many important algorithms from computer graphics theory.