

Curriculum Vitae

PERSONAL INFORMATION

Name: **Predrag MITIC**

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Github: *www.github.com/PredragMitic*

LinkedIn: *www.linkedin.com/in/predrag-mitic-353019188*

Date of Birth: September 1, 1998



PROFILE

Ambitious and highly motivated Game Developer, with 3 years experience in developing Web Games for gambling industry. Skilled in games architecture, optimizing game performances and game quality improvement in general. Proven ability to manage project development and timelines. Team player, quick learner, open to new ideas and experiences.

English level: B2

PROGRAMMING LANGUAGES

- **Good knowledge:** Typescript, Python3, C/CPP
- **Some experience:** Haskell, Scala, R, Java
- **Frameworks used:** PixiJS, AnimeJS, QT5

COMPUTER SKILLS

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| • OS: Windows, GNU/Linux | • Image editing: Gimp |
| • Documents: MS Office, Libre Office, L ^A T _E X | • Editors : Visual Studio (Code), Vim, JetBrains (CLion, PyCharm, Idea), Jupyter Notebook, Atom |
| • Markup Language: HTML, CSS, Markdown | |

EMPLOYMENTS AND TRAINING

2019 - RT-RK Summer School

Modern Improvements in C++

2020 - 2021 - Finbet - Full Stack Game Development Internship

Worked on online multiplayer game development. Developed both frontend and backend app sides, so communication between this two side was implemented on socket systems. Client application is developed in Javascript within following frameworks PixiJS and AnimeJS. Backend side was a node application.

2021 - present - Finbet - Frontend Game Developer

Joined a team that prioritizes a variety of projects, with games taking the top spot. We have been working on developing in-house engine and editor that made the process easier and better. PixiJS is the main framework, around which we made the engine. Editor is made in HTML/CSS without any frameworks.

FACULTY PROJECTS

C/OpenGL - Shoot Training

Game made in C program language and OpenGL(Open Graphics Library)

Python3/Pygame - Star Wars Space Battle

Game like Galaga made in pygame with Star Wars motives.

This game is built by team Jedi-MATF for course project.

My projects with other details can be seen on my GitHub profile

SCIENTIFIC INTERESTS

- Algorithm and Data Structures
- Computer vision
- Computer Graphics and Game Development
- Mobile App Development

EDUCATION

2017-present : Bachelor of Informatics

Faculty of Mathematics, University of Belgrade

2013-2017 : Mechatronics Technician

High School of Technology, Leskovac

ACHIEVEMENTS

2016 - Fourth place in 3D Computer Graphics (Autodesk Inventor)

National Competition

2016 - Second place in Electronics

National Competition

2015 - First place in 2D Computer Graphics (Autodesk AutoCAD)

Regional Competition

2014 - First place in 2D Computer Graphics (Autodesk AutoCAD)

National Competition

FREE TIME

- Travel and Languages
 - Sport (Basketball, Swimming, Bodybuilding)
 - Art (Movies, Music, Books)
 - Geography
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