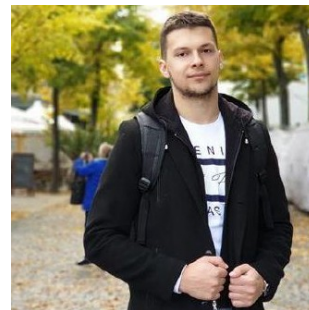


Curriculum Vitae

PERSONAL INFORMATIONS

Names: **Predrag MITIC**
Adress: *Vlase bb, Leskovac, Serbia*
Tel: (+381) 61 18 56 816
Email predrag98mitic@gmail.com
Web: www.alas.matf.bg.ac.rs/~mi17116
Github: www.github.com/PredragMitic
Date of Birth: 1/09/1998



PERSONAL PROFILE

Ambitious and highly motivated third year student at Faculty of Matematics, University of Belgrade. With practical experiance in Computer Graphics and C/C++ programming language. Team player, quick learner, open to new ideas and experiances.

KEY SKILLS AND ACHIVEMENTS

- Good at solving algorithm problems
- Extensive knowledge of proگرامing and programming languages (C/C++, Java, Python, JavaScript, SQL, R, MATHLAB)
- Good knowledge of text markup languages (HTML/CSS, LaTeX)
- Competent user of Microsoft Office, Autodesk softwre, Linux OS and Microsoft Windows OS
- Excellent in 3D and 2D graphics
- Languages:
 - Serbian - Native
 - English - B1+
 - German - A1

2016 - Fourth place in 3D Computer Grapics (Autodesk Inventor)
National Competition

2016 - Second place in Electronics
National Competition

2015 - First place in 2D Computer Grapics (Autodesk AutoCAD)
Regional Competition

2014 - First place in 2D Computer Grapics (Autodesk AutoCAD)
National Competition

EDUCATION

2017-2021 : Bachelor of Informatics

Faculty of Mathematics, University of Belgrade

Subjects studied :

- Programming
- Computer Architecture
- Algorithms and Data structures
- Operating Systems
- Database Systems
- Web programming
- Geometry
- Numerical Mathematics
- Probability and Statistics
- English

2013-2017 : Mechatronics Technician GPA(5.00/5.00)

Technical School, Leskovac

Subjects studied :

- Mathematics
- Programming (C, C++, PLC)
- Electrical engineering and Electronics
- Mechanical engineering
- Automatic Systems
- English

EMPLOYMENTS AND TRAININGS

2019 - RT-RK Summer School

Modern Improvements in C++

INTERESTS

Algorithm and Data Structures, Computer Graphics, Database Systems, C++ Programming, Artificial Intelligence, foreign languages and travel

PROJECTS

C/OpenGL - Shoot Training

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

HTML/NodeJS - Web Library

Web page for online library powered by NodeJS

My projects can be seen on my Github profile

Belgrade, 31/12/2019