

Stefan Milanovic

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OVERVIEW

Self-directed and motivated Software Engineer with 3 years of industry experience building client-facing web applications and internal tools. As intern at JLG Industries, worked alongside senior developers and was trusted with development, code review, and deployment of a high-profile, consumer-facing web application.

EDUCATION

Shippensburg University
Shippensburg, PA
Bachelor of Science in Software Engineering
Accredited by ABET
Expected Graduation: May 7th, 2022
Minor in Data Science
GPA: 3.5

Udacity
Online Bootcamp
Full Stack Web Developer Nanodegree
2017
Learned development best practices while building complex, full stack web applications using a variety of languages and frameworks.

SKILLS AND PROFICIENCIES

Languages: C#, Java, SQL, Python, JavaScript, C, HTML, CSS, SCSS, R, Assembly (MIPS)

Frameworks: .NET Core, Blazor, Angular, Express.js, Electron, jQuery, LibGDX

Tools: Git, SVN, Visual Studio, VS Code, Eclipse, IntelliJ IDEA, Jira, Confluence

LANGUAGES

- American English (Native)
- Serbo-Croatian
- Bosnian

PROFESSIONAL EXPERIENCE

Digital Solutions Intern
JLG Industries
June 2019 - March 2022
Independently built full-stack web application for configuring the automated E2E testing of several mission-critical web applications through a custom admin panel using Node.js, Express, MongoDB, and Angular.

Developed a highly interactive dashboard web application with both third-party and custom charts and controls using Angular, Highcharts, D3.js, and Plotly.js.

PROJECTS

Multiplayer College Simulator
Java, SQL, XML, LibGDX, Gradle
Contributed to a multiplayer RPG/Simulator game by developing a custom notification system and a player appearance customizer.

Startup Data Science Capstone
R, Tidyverse, Data Science & Statistics
Worked in a small team to define, scope, and implement a classification project for a startup company using agile development techniques.

Neighborhood Map
JS, jQuery, Python, Knockout.js, HTML, CSS
Utilizes Google Maps API to display a map of a given neighborhood with location pins which when clicked, inject tooltip components asynchronously populated with info retrieved from Wikipedia's API.