

# 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  
2022  
Minor in Data Science  
GPA: 3.4 (cum laude)

**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 & Xamarin/MAUI, 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.