

Tomislav Lazovic

647-992-8654

tlazovic@tissaro.com

Toronto, Canada

SUMMARY

Full time software engineering student. Exploring technology opportunities in hardware and software.

- Hardware: Embedded boards, PC builds, and point of sale (POS) devices.
- Software: Unit testing, integration testing, and basic web apps.

EDUCATION

Ontario College Advanced Diploma Software Engineering Technology-Centennial College, 2021-Current (Current full time student).

B.Eng Computer Engineering - Ryerson University, 2018-2021 (half of program complete).

PROFESSIONAL EXPERIENCE

Summary of professional experience (Entaros, Inc.)

Technician

Entaros, Inc. Toronto, Canada

May 2020 – Current

- Digital signage players
 - Evaluating new embedded boards, PC set ups
 - Hardware assembly
 - Unit test
 - Development
 - Execution

In-Depth professional experience (Entaros, Inc.)

Technician

Entaros, Inc. Toronto, Canada

May 2020– Current

- Digital signage players
 - Evaluating new embedded boards
 - Performing market research given player hardware/OS specifications
 - Establishing connections with selected manufacturers
 - Ordering samples
 - Evaluating samples
 - Hardware assembly
 - Hardware assembly of players based on engineering schematics
 - Embedded: Raspberry PI 3 & 4, Odroid XU4, Beelink T4, Android TV Box HK1 RBOX X4, ...
 - PC based: i5/i7 boards using multi-port GPUs: NVIDIA NVS 510 & 810, Matrox C680, AMD FirePro W600, and AMD Radeon HD 7750
 - Hardware assembly of LED panels
 - Indoor/Outdoor P2.5 - 10 modules

- Receiver cards
 - Sender cards
 - Power supply
 - Wiring
 - Test software run
- Suggesting practical hardware improvements (to simplify production, ease integration testing)
 - Connector replacements and position adjustments, component replacements, ...
- Unit test
 - Entaros digital players were developed in various programming languages (playing Java, Node.js, and android java)
 - Development
 - JUnit for pure Java player
 - Jest for Node.js
 - Execution

Summary of professional experience (Code Ninjas)

Sensei (Teacher)

Code Ninjas. Canada

July 2022 – August 2022

- Teaching junior ninjas (students aged 5 – 7) about logic and problem solving, as well as simple programming concepts.
 - This was done through crafts, coding video games, and puzzles.
- Teaching senior ninjas (students aged 8 - 14) programming through coding and video game related platforms (Roblox, Minecraft, ect), while incorporating comp sci and comp eng related theory.
 - At code ninjas they are mostly taught JavaScript, Lua, C#, and Python.
 - I focused on Python, JavaScript, and C#.

Additional Information

Other notable activities:

- Played waterpolo for the Mavericks waterpolo club for 7 years before I began university.
- Was the captain of my waterpolo team for about 4 years. This sparked my love of bettering myself and my team members, through the lead position of team captain.
- Coached 11-14 year old athletes at that same club.
- Refereed at many tournaments.
- Took up mixed martial arts about 3 years ago.
- Enjoy studying philosophy, world religions, as well as any and all fields of logic.