Strahinja Janjić

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**Game Dev,
Computer Engineer**

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COMPETITIONS & AWARDS

HAKATON.ME(Game Jam)
- *(05/2019) First Place*

Ubisoft Game Jam
- *(06/2018) - Participation*

Microsoft Case Study Prevention of Credit Card fraud
- *(11/2017) First Place*

National Competition in Physics
- *(06/2010) Bronze*

SKILLS AND COMPETENCES

Excellent: *Unity, UE4, C, C++, Java, C#, GNU Linux, Operating Systems, Computer Architecture, Data Structures, Algorithms, Parallel Programming, Computer Graphics*

Good: *CUDA, Python, Assembly, JavaScript, Adobe Creative Cloud Software, Blender, Angular, Andorid Programming*

Basic: *MATLAB, Numerical analysis, Probability, LaTeX, Machine Learning, UI/UX Design*

EXTRACURRICULAR ACTIVITIES

AmChamps (01/2020 - 12/2020)
- *One of 25 students from Belgrade choosen by American Chamber of Commerce in Serbia to be learer in change.*

Android Summer School (08/2018)
- *Built simple IoT app for control of Oblo Smart Home Solution.*

SGA Game Dev Incubator (06/2018 - 2/2019)
- *Over the period of 6 months i learned a lot about game making process and made one game with my team.*

Best Design Week (05/2018)
- *This one week course gave me a lot of graphics design knowledge.*

Design Sprint Istanbul (03/2018)
- *This was international workshop which was aimed at advanced graphics designers in Engineering.*

Brand New Engineers (10/2017)
- *I was Head Graphics designer for this 2 week seminar and hackaton.*

Soft Skills Academy (04/2017)
- *Learned a lot about project and time management, emotional intelligence and feedback.*

LANGUAGES

Serbian (*native*) , English(*fluent*) , Itallian(*basic*)

PERSONAL PROJECTS

Linda – Java – RMI (09/2019 – 02/2020)
Implemented distributed development enviroment by building control panel/server/workstation applications for remote execution and implementing C-Linda interface which enables remote synchronization.

Two Pass Assebler(06/2019 – 09/2019)
Developed assembler which translates from x86 based language to machine code of specified machine. Linker which enables linkage of different machine codes and i interpreted emulator which simulates the execution of instructions and interrupts.

Stereo Surfer game (10/2018 – 04/2019)
Developed mobile video game with an idea to provide an immersive and different playstyle based on which song is currently playing. This was main project of HesoYam game dev team.

Scheduler For Operating Systems(11/2018 – 01/2019)
Implemented various algorithms for Scheduling processes inside Operating system alongside emulator which execute instructions and measures performance of each algorithm.

X509 Certificate Manager (02/2018 – 04/2018)
Implemented X509 certificate parser, creator and signer using BouncyCastle library in java programming enviroment. The main goal was successfully establishing an SSL connection.

Operating system kernel (02/2017 – 09/2017)
I built small but fully functional Operating System Kernel with time-sharing, thread control, events and interrupts.

WORK EXPERIENCE

University of Belgrade, School of Electrical Engineering
JUN 2018 - PRESENT

— *Computer Graphics Researcher*

Researching and implementing real-time ray tracing technics for video game engines, to create a realistic real-time renderer for modern hardware. Alongside researching terrain rendering technics for optimizing huge terrains for mobile devices

HesoYam
JUL 2018 - PRESENT

— *Game Developer*

Developer for independent Game Develop - ment team which makes mobile games using Unity Technology. Been involved in making 3 games so far.

EDUCATION

University of Belgrade School of Electrical Engineering
2015-2020*

— *Bachelor of Electrical Engineering and Computer Science*