Vladimir Vuksanović

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Education

Faculty of Mathematics, University of Belgrade Belgrade, Serbia
Master studies, Informatics 2021–present

Faculty of Mathematics, University of Belgrade Belgrade, Serbia
Undergraduate studies, Informatics, GPA: 9.88/10.00 2017–2021

Užička gimnazija Užice, Serbia
Natural Sciences and Mathematics 2013–2017

Skills

- **Languages:** Fluent in Serbian and English
- **Programming:** C/C++, Java, Python, JavaScript
- **Web:** HTML, CSS, Node.js, React, Angular
- **Machine Learning:** TensorFlow, Keras
- **Tools/Technologies:** Git, Docker, SQL, LaTeX

Interests

- Machine Learning, Computer Vision
- Computer Graphics, Game Development
- Hardware: Arduino, Raspberry Pi, ESP32

Projects

Dagger (contributor) 2021
Modern game engine and game made for educational purposes
C++ | OpenGL | GLFW | EnTT | ImGui | ASIO | Meson

Circa2020 2020
Tool for designing and simulating logic circuits
C++ | Qt | CMake | Catch2

Automatic Translation 2021
Language translation using a sequence-to-sequence LSTM neural network
Machine Learning | Python | TensorFlow | Jupyter-Notebook

Marker 2019
Forum designed for college students to help each other in solving problems and learning
JavaScript | Node.js | React | MySQL | Redis | HTML | CSS

Blog 2019
Blog website built using MEAN stack
JavaScript | Node.js | Angular | MongoDB | HTML | SCSS

MultiFrame 2018
Cross-platform obstacle avoidance game where you control multiple entities at the same time
Game | Java | libGDX | Android | Desktop

Arduino Projects 2019
A collection of Arduino tutorials that demonstrate the usage of various sensors and components
Hardware | Arduino | Python

For a more detailed list of projects visit https://vladimirv99.github.io/