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`

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/