ALEKSANDAR VUCKOVIC

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EXPERIENCE

Logistics worker
IKEA, Backebol

📅 2019 – Ongoing   📍 Gothenburg, SWEDEN

- Assisting in the daily operations of warehouse logistics, ensuring timely product availability
- Restocking shelves and maintaining the organization of goods in storage areas
- Supporting customers with product pick-ups and handling inquiries about availability
- Restocking with the help of forklifts

Receptionist
Nordic Wellness

📅 2018 – 2019   📍 Gothenburg, SWEDEN

- Greeted customers and made sure that they felt welcomed
- Handled membership registrations, payments, and inquiries regarding services
- Managed phone calls, emails and scheduling of different appointments for trainers and trainees

Welder
Volvo cars

📅 2016 - 2017   📍 Gothenburg, SWEDEN

- Part of a team that worked on the demo project for the new Volvo xc60
- Responsibilites of my station were to weld certain pieces in the back of the car

PROJECTS

WorkoutLogger

- As a team of three developed a full-stack workout logging application using Node.js and Express.js.
- Designed RESTful API endpoints for creating, updating, and retrieving workout sessions.
- Implemented MongoDB for data storage with Mongoose schemas to handle user and workout data.
- Integrated authentication features to enable personalized workout tracking.

TECHNICAL SKILLS

Programming: `Java` `JavaScript` `C#`

Web Development: `Node.js` `Express.js` `Vue.js` `REST APIs`

Databases: `MongoDB` `MySQL` `PostGreSQL` `Neo4J` `GraphDB`

Tools & Platforms: `Git` `Postman` `Docker` `Wireshark`

LANGUAGES

Language	Proficiency
Swedish	●●●●●
English	●●●●●
Serbian	●●●●●
Croatian	●●●●○
Bosnian	●●●●○

EDUCATION

B.Sc. in Computer Science
Gothenburg University

📅 Sept 2022 – Ongoing

RELEVANT INFORMATION

- **Focus areas:** Software Engineering, Databases, Algorithms & Data Structures, Programming Paradigms
- **Courses:** Databases, Advanced Databases, Webdevelopment, Computer Communication, Testing Debugging and Verification, Computer Security, Object oriented design, Functional programming

Trigon Vale

- As a team of three, designed and developed a 2.5D action-RPG in unity using C
- Implemented a core game-play loop including exploration, enemy encounters and boss fights
- Integrated RPG systems such as story driven progression, and combat mechanics
- Applied object-oriented-design principles to structure game-play systems such as combat, progression and environment into modular reusable components

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