

ALEKSANDAR VUCKOVIC

Your Position or Tagline Here

@aleksandar.vucko@gmail.com +46 707-65-7201 Virvelvindsgatan 4

Gothenburg, SWEDEN



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
- Responsibilities 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.

Trigon Vale

TECHNICAL SKILLS

Programming: Java JavaScript C#

Web Development: Node.js Express.js

Vue.js REST APIs

Databases: MongoDB MySQL PostgreSQL

Neo4J

Tools & Platforms: Git Postman docker

LANGUAGES

Swedish

English

Serbian

Croatian

Bosnian

EDUCATION

B.Sc. in Computer Science

Gothenburg University

Sept 2022 – Ongoing

REFEREES

Tobias

@Institute

a.beta@university.edu

Address Line 1

Address line 2

Prof. Gamma Delta

@Institute

g.delta@university.edu

Address Line 1

Address line 2

- 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