



# NEMANJA VUKELIĆ

APSOLVENT

As a final-year Organizational Sciences student, I'm interested in solving problems through planning, projecting and programing. With a deep interest in hardware and a drive for self-improvement, I'm eager to apply my current skills, and learn new, to contribute effectively.



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## TECHNOLOGIES & TOOLS

Laravel

PHP

Git

MySQL

SQLite

Python

## INTERESTS

App development

Testing software

Reading

Gym

## EDUCATION

**Faculty of**

**Organizational Sciences 2019 -**  
**Bachelor studies**

- Information systems and technologies

## PROJECTS

### RECEIPT EVIDENCE APP

**.NET framework, SSMS**

**July 2024 -**

- Windows forms application with MVC client server architecture
- 5 phases of making developing: collecting requests, analysis, projecting, implementation, testing
- made a database using SSMS that is connected to all classes for this app

### POKÉMON REVIEW PLATFORM

**ASP.NET Core, Entity framework**

**March 2024 - April 2024**

- Developed an Web API project for reviewing Pokémon, utilizing Entity Framework for data management, with Swagger UI
- Implemented CRUD operations for all database entities, including Pokémon, reviewers, following RESTful principles
- Used the Repository pattern to decouple data access logic from business logic
- Utilized Dependency Injection for managing object dependencies

### MACHINE LEARNING PROJECT

**Python, Anaconda**

**August 2023 - September 2023**

- Preparing the dataset
- Training multiple algorithms
- Selection of attributes, optimization of parameters, feature engineering
- Making a conclusion based on given results which model showed the best performance

## EXPERIENCE

### COMPANY SECRETARY

**Association of Students of Information Science FONIS**

**June 2022 - June 2023**

- Working with Executive board
- Involvement in discussions about improving organization

### SOFTWARE TESTER FOR OPEN DAY EVENT

**Association of Students of Information Science FONIS**

**July 2022 - September 2022**

- Testing video games made for Open Day
- Searching and identifying bugs in gameplay, animations, design corrections
- Communication with developers and designers
- Part of seven-member team