Adnan Elezović

Software Engineer

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Contact

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Personal data

Born 02.10.1994.
In Konjic, BA/BiH

Key Skills

Java 14
Microservices
Vert.X
Spring MVC
Spring Reactor
Swagger
Containers (Docker)
Kubernetes
Reactive programming
Oracle Database
Elastic Search
Kibana
Log4J
REST
RabbitMQ
ActiveMQ
WSO2 API GW and IdP
Codegen (using Mustache)
Apache jMeter
RxJava2
Maven
Git

Education

2009–2013
Secondary School for Electrical Engineering in Sarajevo
Degree obtained: IT technician

2013–2019
University in Sarajevo, Faculty of Electrical Engineering
Degree obtained:
Bachelor's degree programme "Computing and Informatics"
BsC Thesis: GameBoy Classic and Color Emulator

2019–2022 (expected)
University in Sarajevo, Faculty of Electrical Engineering
Degree to be obtained: Master's degree programme "Computing and Informatics"

Experience

July 2019–Present
Senior Software Engineer • ITMR d.o.o • Sarajevo
Working on highly scalable backend systems powering banking and "lifestyle banking" services for over 500.000 users in Germany. As the current backend lead, my responsibilities include, among others, development, 3rd party integrations, client and 3rd party communications, task specification, and code review. Actively maintaining over 50 microservices, from the initial development to deploying and running it inside a Kubernetes cluster.
Aside from development, my responsibilities often include segments which would otherwise be classified as DevOps/Sysadmin, such as: automated builds and deployments (build scripts and Jenkins pipelines, Kubernetes resource configuration), SSL certificates managing, stack monitoring, load analysis, heap dump export & analysis, automated uptime monitoring.

Key Skills

Teaching
Public speaking

October 2018–February 2019 (5 months)
Demonstrator • Faculty of Electrical Engineering • Sarajevo
Demonstrator on the faculty course "Razvoj programskih rješenja" (*Development of programming solutions*). The course covered application development in Java and general development concepts and design patterns.

Key Skills

Java 11
Microservices
Vert.X
GraphQL
Angular
PostgreSQL
JDBC
RxJava2
JetBrains TeamCity
Android SDK
Android NDK
C++11

May 2018–August 2019 (1 year, 4 months)
Software Engineer • Monri Payments • Sarajevo
Full stack development of enterprise systems integrated in public transport and banking. Responsible for the complete development of features from the client communication, backend development (incl. database changes), up to the final frontend changes visible to the end-user. Projects also included embedded development using C++ and Yocto Linux.

Key Skills

Native Android
PHP
PHP Doctrine
GraphQL
Angular
PostgreSQL
mySQL
C++11
RTSP

December 2014–May 2018 (3 years, 6 months)
Software Developer • American University in Bosnia and Herzegovina • Sarajevo
Full stack (mostly LAMP) software developer and maintainer for various inhouse applications which include mobile apps (android native), front end web applications, and backend systems, including database design.

Activities and Interests

Hobby Programming
Game Development
Video Games
"Under the hood" understanding of computer architectures

Notable side projects

mipsy
Since my personal passion is understanding things as close to the metal as possible, as part of one university course I have developed a simulator for the MIPS architecture. The main objective was to show and demonstrate how CPU instructions are realized on the hardware level. The project is publicly available on my GitHub profile ([link](#)).

RTSP2VCAM

A Windows DirectShow filter to forward a configured RTSP stream to video output. The application consists of several windows libraries (DLL files). When registered, applications that use local cameras (e.g. Skype or flash) see the custom virtual camera listed, and when loaded initializes the connection to the RTSP stream. The RTSP video gets redirected to the camera video output. Multiple sessions share the same frame data through memory files by writing frame data into shared RAM space (thus not needing to connect multiple times or render frames individually).

The project is not yet made public, as it requires to be properly documented and reviewed for third party contributions in order to be credited accordingly. After that, it is planned to be open source, hopefully under GNU GPL. In any case, I would happily showcase this locally during an interview or casual coffee break, if there is any interest to do so.

StudyBoy

A fully fledged GameBoy Classic and Color emulator. This project served as my BsC thesis and helped me close the circle of understanding everything from high level languages, their compilation, up until the execution of a single insruction by the CPU. The project is publicly available on my GitHub profile (link).

NOSferatu16

Another simulator for the CPU architecture "SveU16", a (rather simple) CPU architecture used throughout the course "Napredni Operativni Sistemi" (*Advanced Operating Systems)* in the masters programme in the University of Sarajevo. Unlike *mipsy*, it focuses on the video output of the architecture, visualizing the screen and memory content during runtime, in real time. The project is publicly available on my GitHub profile (link).

Misc. skills

These are some skills that I believe are worth mentioning but weren't covered in the past sections. These are mostly acquired through smaller side projects (freelance or hobby) that I have since removed from my CV to avoid clutter. They are listed in no particular order.

- Intermediate knowledge of C and C++ (C++11)
- Node for backend (preferably written in TypeScript)
- C# (.NET and Mono)
- Xamarin Cross-Platform Mobile Development
- Unity 3D
- Unreal Engine 4
- PICBasic (PIC16F877A microchip programming)

Languages

	Understanding		Speaking		Writing
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C1	C1	C1	C1
German	C1	C1	B2	B2	C1

Note: The above values were filled in by personal judgement. No certification has been obtained yet. Although please keep in mind that I have intensively worked with foreign companies with which I communicated daily through development in both German and English, spoken and written.