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SKILLS















Entity Framework



Ogranisation

Team work

Giving and receiving feedback

LANGUAGES

English











Spanish















Aleksandra Markovic

Student of Power Software Engineering / .NET Developer

Solution-oriented and well-organized. I am independent, but I also love working in team. Love learning new skills and having good times and adventures with friends and colleagues.

EDUCATION

Special Math Class for Gifted Students

First Grammar School in Kragujevac

09/2012 - 06/2014

Natural Sciences and Mathematics Department

First Grammar School in Kragujevac

09/2014 - 06/2018 Kragujevac

Applied Software Engineering - GPA 9.0

Faculty of Technical Sciences at University of Novi Sad, Serbia

10/2018 - Present Novi Sad

Courses

- Object Programming
- Application of computer networks in infrastructure system (Advanced C, network communication protocols)
- Databases (Oracle DB, SQL Server, .NET, Entity Framework, C# , C)
- Human-Computer Interaction (WPF, MVC/MVP/MVVM, C#)
- Electric Power Software Development (UML, Design Patterns, Agile Development, Unit Testing)
- Web Programming (HTML, CSS, ASP.NET, C#, JavaScript, Angular, API)

WORK EXPERIENCE

Student internship as QA Engineer LionEight

09/2021 - 10/2021

Kragujevac, Serbia

Achievements/Tasks

" I was learning the fundamentals of QA, XPath locators, Java, how to write test etc. We were using Java, Selenium, IntelliJ and Jira Software.

Student internship as Java Developer

Levi9 Technology Services

11/2021 - 12/2021 Novi Sad, Serbia

Achievements/Tasks

□ I was working in a team of four. We created backend API application for flight reservations in

Software Developer

MarbleIT

01/2022 - Present

Novi Sad, Serbia

Kragujevac

Achievements/Tasks

I work part-time as a .NET software developer. I worked on internal projects and with clients, communicated with them and wrote estimations. Lalso worked in React.

ORGANIZATIONS

BEST (Board of European Students of Technology) Novi Sad (09/2020 - 01/2022)

I was volunteering as Logistics Coordinator at two projects, AIBG 2021 and Local academic seminar "A Dive Into the Unreal". I was also member of FR (Fund Raising) team for AIBG 2021. I was also member of Topic team for AIBG 2022 for a month, where we created game using Unreal Engine.