Aleksandar Mitic

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Education

KTH Royal Institute of Technology, Stockholm, Sweden   2016 - 2019
BSc in Computer Science and Engineering

Employment

Founded start-up Coda Easy - Programming platform for children *codaeasy.se*   2017 - 2018
- A platform where children can learn to program using *Easy,* a custom programing language made for learning with syntax in the child's native language.
- I developed the functionality to execute the client code on a server. The compiler was run on auto-scaling servers where a socket connection between the client and the server was established in order to make IO possible.
- Backend built with Java and Spring running on Google Compute Engine
- I also developed the error detection and recovery in our own compiler for the *Easy* language

Tennis Coach - At tennis club SPTK   2011 - 2018
- Initially I coached younger children and players who played recreationally
- The last three years I have been coaching junior players who compete at a elite level and are among the highest ranked in Sweden
- The last two years I have also been organizing tournaments and training camps

Projects

Machine learning game AI
- Developed a snake-like game where the snake learns, using a q-learning algorithm, to find the goal in a few iterations
- AI was developed in Typescript
- UI made with Angular 4

Web page *bollhallen.se*
- Created web page for sportscenter *Bollhallen*
- Primary request was easy future modification of the webpage by non-technical staff
- Used Wordpress as it was the most appropriate for the request

Technical knowledge

Languages - Java, TypeScript, Go, Rust

Frameworks/Libraries/Platforms - Spring, Google Cloud Platform (App Engine, Compute Engine & Firebase), Angular 4, NodeJs, Travis CI

Other tools and skills - Git, Intellij, SublimeText