

ANJA PANTOVIĆ

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Profile

Highly motivated, energetic and ambitious person ready to complete any challenge given. Developed a mature and responsible approach to any task that I undertake or a situation I am presented with thanks to different volunteering projects I've been working on through years. Working individually as good as in team, having strong commitment to perform my responsibilities in professional and effective manner and a strong background in C++, object-oriented and low-level programming.

Education

Bachelor's studies – School of Electrical Engineering, University of Belgrade, Serbia (Oct 2017 – now)

Undergraduate studies, Department of Software Engineering. Courses last 4 years including the thesis.

High school "Ninth Belgrade Grammar School" in Belgrade, Serbia (2013 – 2017)

Graduated with GPA 4.71/5.00.

Petnica Science Center (2016 – 2017)

Attended several seminars at the Department of Computer Science.

Work experience

Math Data Collection and Labeling Associate – Microsoft Development Center Serbia (Apr 2019 – Sep 2019)

Collection and labeling of data samples, solving and analyzing math functions, data analysis, evaluation of data collection and labeling tool features, manually testing various aspects of software, providing feedback in written and verbal form, regularly writing reports and communicating with the rest of the team on progress of my task.

Face to face fundraiser, UNICEF, Serbia (Dec 2017 – Feb 2018)

Recruitment of donors.

Extracurricular activities (self-directed learning)

Various projects in field of ecology, equality and youth activation (2012 - 2015)

"Pangaea project", "Youth can do it – Crea(c)tive Citizenship", "Parliament Solidarity", "Active for Equality", "Youth Activation"

Project, Petnica Science Center, Serbia – (2017)

"Machine learning demonstrated on the game Nibbler" – not finished

Union of Secondary School Students (UNSS)– (2017)

Member of corporate sector of national project "Highschoolers for highschoolers" (SzS); Local coordinator for New Belgrade

Assignments related to attended courses

[Operating systems] Multithreaded operating system kernel (C++, Assembly) (Apr – Jun 2019)

C++ kernel, supporting multithreading, time sharing, semaphores, events, and external interrupts implemented by redirecting the timer routine. The whole project was written for Intel 8086 processor.

[Algorithms and data structures] Implementation of priority queue using binomial heap (C) (Dec 2018 – Jan 2019)

Demonstrated full understanding of trees, heaps, and queues. Developed elementary operations with heaps, such as insertion and deletion, getting the minimum value or maximal value from a queue, comparing performances based on queue size

[Algorithms and data structures] Implementation of indexes for movies database (C++) (Nov – Dec 2018)

Implemented B+ tree for optimized searching. Created operations such as loading database from a file, selecting movies from the selected year and number of movies recorder in selected years

[Fundamentals of Computer Technology] Altera Cyclone III FPGA DE0 Board (Jan – Feb 2019)

Implemented the game "Fenty Cola" using logical circuits and sequential networks.

Skills

Programming languages: C, C++, Assembly, Java, Python, Pascal, picoComputer.

Operating systems: MS Windows, iOS

Tools: MS Visual Studio, Eclipse, Quartus III, NetBeans, MySQL Workbench, SQLite, Lazarus, Star UML, XCode.

Languages: native Serbian, excellent English (C1; no Cambridge certificate), beginner French

Interests and hobbies

Volleyball, cooking, horror and mystery movies, reading.