

STEFAN BASTAJIC

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🌐 [Web](#) • [LinkedIn](#) • [GitHub](#)



PROFILE

Detail-oriented Software Engineer with **5+ years** of experience in .NET and C++ across gaming and enterprise cloud systems. Passionate about building reliable, scalable software with clean architecture and strong ownership.

WORK EXPERIENCE

Sep 2022 - ongoing Software Engineer, [Centific](#) (Microsoft Redmond contractor), Remote

EDiscovery and Compliance Manager (Purview)

- Led backend API development and refactoring for Microsoft's Purview services, improving modularity, scoring logic, and system reliability.
- Served as **technical lead** for a team of 4-5 engineers: coordinated tasks, performed code reviews, and upheld architectural standards.
- Boosted **diagnostics** by enhancing Geneva logs and service health dashboards, reducing resolution time for production issues.
- Delivered distributed microservices using .NET, Azure, Service Fabric, and CosmosDB in a **high-scale production environment**.
- Maintained strong **test coverage** (unit/integration) and supported CI/CD workflows in Azure DevOps.
- **Collaborated** with global teams in Redmond (USA) and Hyderabad (India) to align delivery, unblock dependencies, and drive features to completion.
- **Mentored** new team members and authored technical documentation, becoming the team's go-to domain expert.
- **Modernized** legacy services for better maintainability, scalability, and performance.

Tech: C#, .NET, Azure, Service Fabric, CosmosDB, Azure DevOps, Git, Bash, Geneva, Kusto

Mar 2020 - Sep 2022 Software Engineer, [Ubisoft Belgrade](#), Serbia

- Ported multiple titles to Google Stadia, adapting core engine systems (UI, Save Game, Input) for Linux-based cloud infrastructure.
- Refactored legacy codebases to meet Stadia Technical Requirements (STRs) and improve stability, cross-platform compatibility, and performance.
- Investigated and resolved critical engine and gameplay bugs, including long-standing legacy issues.
- Built internal editor tooling and contributed to online systems (Ubisoft Connect), supporting designers and live features.
- Mentored junior developers and supported team onboarding through knowledge sharing.

Tech: C++, C#, Perforce, Linux, Stadia SDK

EDUCATION

Oct 2019 - Sept 2021 University of Belgrade, [School of Electrical Engineering](#), Belgrade, Serbia

- Master of Science in Electrical Engineering and Computer Science
- Department of Signals and systems (with a focus on Machine Learning)
- Master's thesis: "Calculation of Disparity Maps in the System for an Autonomous Vehicle"

Oct 2015 - Sept 2019 University of Belgrade, [School of Electrical Engineering](#), Belgrade, Serbia

- Bachelor of Science in Electrical Engineering and Computer Science
- Department of Computer Engineering and Informatics
- Bachelor's thesis: "Development of Neural Network for Autonomous Driving"
- Key projects:
 - Developed a multithreaded OS kernel with semaphores and events
 - Built a micro Java compiler and x86 assembler
 - Designed instruction set and simulator for a simple processor
- International courses and Exchange Programs:
 - University of Aveiro, [IoT Squad](#) course, Aveiro, Portugal
 - Yildiz Technical University, [Are you Koalafied to MANAGE your PROJECT?](#) course, Istanbul, Turkey
 - AGH University of Science and Technology, [Pulp 3Diction](#) course, Krakow, Poland
 - University of Belgrade, [Soft Skills Academy](#), Belgrade, Serbia

SKILLS

Programming & Scripting Languages:

- Proficient: C#, C++, SQL, Bash
- Intermediate: JavaScript, Java
- Basic: HTML, CSS

Frameworks & Libraries: ASP.NET Core, .NET, Entity Framework, React

Cloud & DevOps: Azure, Azure DevOps, Docker, CI/CD

Tools & Platforms: Git, Linux, Visual Studio, VS Code, PowerShell, Perforce, Jira

Personal Attributes: Ownership, Teamwork, Responsibility, Growth mindset, Problem-solving

LANGUAGES

- Serbian - Native
- English - Professional working proficiency