STEFANBASTAJIC

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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

Data Security Investigations 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 Centific 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, 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, CosmosDB, React, Typescript, 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