Blagoja Evkoski

Computer Science Student and Web Developer

Born: 06.04.1993
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Professional experience

iBorn	*June 2015*

ASP.NET and JavaScript Internship
http://iborn.net/

Insynctive	*January 2015 – May 2015*

ASP.NET and JavaScript Developer
http://www.insynctive.com/

Netcetera Skopje	*July 2014 – September 2014*

Ruby and iOS Internship
http://www.netcetera.com/

Projects / Papers

Who Wants To Be An IT Expert?	*2015*

Individual project; a carefully designed online IT quiz built for smartphone usage.
Technologies used: jQuery Mobile

Animalia	*2014*

Team project; a mobile app that provides a fun learning experience for kids while
teaching them about different types of animals. I mainly worked on providing the
REST service for the application.
Technologies used: Ruby, Android

The Proxy Pattern	*2014*

Individual paper; an insight into the proxy design pattern and its derived forms.

Semantic analysis of songs from popular genres	*2014*

Team project; I worked on stemming and finding similarities between different
lyrics with TF-IDF. I also worked on the database design and communication.
Technologies used: Hibernate, Dia

Determining the factors of knitting patterns	*2014*

Team project; I worked on extracting the data from the images of the patterns,
building the model and classification.
Technologies used: MatLab, Orange

Clustering with DBSCAN: A detailed review   *2014*

Individual paper; A detailed review of the DBSCAN clustering algorithm.

2048 – 3 in 1   *2014*

Team project; I worked on the design, art and coding of three variations of the popular
game 2048.
Technologies used: Windows Forms, C#

Animating an opera singer   *2014*

Individual project; I worked on the modeling, rigging and animation of the character.
Technologies used: Maya

Ninja Savior   *2013*

Individual project; a 2D video game. I worked on the design, art, coding and music.
Technologies used: XNA, C#, ChucK, Adobe Illustrator

NAO Football Player   *2013*

Team project; the purpose of the project was to make the robot play football by
detecting the ball and moving accordingly.
Technologies used: Choregraphe, Python

IT Skills

Server-side programming
ASP.NET, Spring, PHP, SQL
Client-side programming
JavaScript, jQuery, Angular.js
Web design
HTML5, CSS3, Bootstrap, LESS
Mobile programming
Android, iOS, jQuery Mobile
Desktop GUI
Java Swing, WPF, Windows Forms
Data analysis
Orange, R
Gaming
XNA
Animation
Maya, OpenGL
Diagramming
Visio, Dia
Version control
Git
Adobe
Photoshop, Illustrator

Programming languages
JavaScript, C#, Java, Ruby, PHP, C++, Lisp, Shell, ChucK

Formal education

University   *2011 - present*
Faculty of Computer Science and Engineering (FINKI) – Skopje
Average grade: 9.03

High School   *2007 - 2011*
SOU Kiril Pejchinovik – Tetovo
Average grade: 5.00

English language School   *2005 - 2011*
Pegasus ELS - Tetovo
Certificate: Pre-Advanced High Level

Music School   *2000 - 2007*
DSMU Todor Skalovski – Tetovo

Elementary School   *1999 - 2007*
OU Goce Delchev - Tetovo

Other IT education

Online course   *2013*
Introduction to Programming for Musicians and Digital Artists
California Institute of Arts
Verification link: https://www.coursera.org/verify/FQGQPD2H2C

Online course   *2013*
Beginning Game Programming With C#
University of Colorado

Awards

51st National Physics Competition   *2008*
Third place

Student of the year   *2006 / 2007*
SOU Goce Delchev - Tetovo

Languages

English   *German*   *Macedonian*
Fluent   Basic   Native