

EMPLOYMENT

Senior Software Engineer	Itekako	Oct. 2019 – now
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DML - Real-time market data aggregator

- Designed a resilient reconnect feature ensuring uninterrupted gRPC communication between the client library and server application.
- Tech stack: Java, Spring Boot, Groovy, MongoDB, gRPC, K8s, Docker...

Online focus group platform ([Project demo](#))

- Developed web services to manage long-running worker jobs in the Kubernetes cluster.
- Migrated persistence of static data to Amazon S3 Cloud Storage, utilizing CloudFront as a CDN.
- Improved user experience by enabling sign-in via Google using OAuth 2.0 authentication.
- Implemented a video transcoding service leveraging the FFmpeg tool.
- Tech stack: Java, Spring Boot, JUnit 5, RabbitMQ, Docker, K8s, Redis, AWS SDK, PostgreSQL...

Vacuum pump telemetry hub

- Established a state machine-based software solution for telemetry data exchange between system components using MQTT protocol.
- Tech stack: C++, MQTT, Azure IoT Hub, SQLite...

Full-Stack Software Engineer	PRODYNA SE	Nov. 2018 – Sept. 2019
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Online marketplace for employees

- Enhanced the RESTful API, introducing new widgets and additional filtering parameters for improved product search.
- Reduced searching service response time by 80% via caching.
- Tech stack: Java, Liferay CMS, JavaScript, HTML, CSS, MySQL...

Software Engineer	Itekako	Oct. 2016 – Nov. 2018
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System for automatic recording and streaming of meetings

- Designed and developed desktop software to schedule, record, and stream office meetings seamlessly.
- Built web services for robust management, monitoring and deploy remote desktop devices.
- Tech stack: C#, ASP.NET Core, RabbitMQ, PostgreSQL, SQLite...

Cellular-based system for public safety

- Implemented a feature to block all communications by constantly switching the connected device from one base station to another.
- Designed and developed API for base station system control and monitoring of connected devices.
- Tech stack: Java, Spring Boot, Elasticsearch, PostgreSQL, REST...

Sports analytics software

- Decreased time for exporting player trajectories reports from ~5s to ~200ms by creating reports during manual player tracking instead of retroactively creating reports after tracking.
- Developed service for forwarding reports on dedicated servers through the SOAP protocol.
- Tech stack: C++, MFC, C#, SOAP...

EDUCATION

Belgrade, Serbia	Faculty of Electrical Engineering	Sept. 2012 – Sept. 2017
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- B.S.E. in Computer Engineering and Information Technology, GPA: 3.2
- Relevant Coursework: Programming, OOP, Operating Systems, Databases, Algorithms, System Programming, Software Design, Computer Architecture, Computer Networks, Linear algebra, Discrete Math...

OTHER

- Tech skills: Proficient - Java, Spring Boot, Maven, Docker; Familiar - C++, C, C#, Python, JavaScript, HTML, CSS
- Languages: English - professional working proficiency; Serbian – native
- Links: [Personal website](#), [LinkedIn page](#)