

Bojan Čoka

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/* SUMMARY */

My primary passion is computer graphics, which eventually steered me towards creating UIs using functional programming principles (and a fair share of SVG elements). Along the way, I gained a deep appreciation of programming languages as a medium of thought, connecting the dots between software engineering and computer graphics. I would love to work more with ClojureScript, ReScript, and Elm on real projects.

/* EDUCATION */

Faculty of Technical Sciences, University of Novi Sad (2011–2016)

BSc, Computer Graphics (dropped out)

Cambridge Certificate of Proficiency in English (2010)

Grade B

Jovan Jovanović Zmaj Grammar School, Novi Sad (2007–2011)

Natural Sciences, with honors (physics, music)

/* OTHER */

Resonate festival (Apr 2014–Apr 2017)

Workshop Attendee

Over the years, I have attended several workshops at the Resonate festival for art and digital culture in Belgrade, earning a scholarship in 2015. These workshops were themed around interactive real-time graphics. We used various creative coding frameworks, often deploying to constrained platforms—such as the Raspberry Pi. In a very direct way, my experiences at Resonate influenced my decision to pursue coding. **C++**

OpenGL ES **openFrameworks** **Cinder** **JavaScript** **three.js**

Generative Design Workshops

Organizer // Lecturer

Inspired by the profound impact the Resonate festival had on me, I developed and organized a few creative coding workshops for non-programmers in my hometown, and met many interesting people. Later, I joined the regional creative coding community and became a regular guest lecturer for Processing Community Days in Belgrade. **JavaScript** **p5.js** **Processing**

/* EXPERIENCE */

HTEC Group (Jun 2020–present)

Software Engineer

Learning a lot about cross-team collaboration. Unofficially "the TypeScript guy" (for better or worse). Exploring Rust. **TypeScript** **React** **Redux** **Next.js** **Rust**

LyfAI (Feb 2020–May 2020)

Freelance Software Engineer

Had a brief stint developing the initial working prototype of **LyfAI**. **TypeScript** **React Native** **AWS Amplify**

Simple Task (Oct 2019–May 2020)

Software Engineer

Worked with a startup in the blockchain space on their mobile application (discontinued), and helped bootstrap their **block explorer**. Led an internship program aimed at supporting a local nonprofit. Coached engineers both within the company, as well as on the client's side. **TypeScript** **React** **React Native** **D3.js**

LambdaWorks (Jun 2018–Nov 2018 // Nov 2018–Jul 2019)

Freelance Software Engineer // Software Engineer

Went all-in on front-end functional programming. Was the sole front-end developer on an **internal product** team. Contributing to a product from ideation to MVP launch gave me a very good overview of the entire process. Oh, and I also built LambdaWorks' **website** from scratch, which was super-fun. **TypeScript** **React** **Redux** **RxJS** **GraphQL**

DevTech (Apr 2016–Nov 2018)

Software Engineer

Spent the first year or so gluing together different IaaS platforms. Later, worked with **a fintech startup** on their (soft) real-time OTC trading solution. Played a supporting role in DevTech's R&D and internal education efforts at the time. **C#** **Microsoft SQL Server** **Entity Framework** **LINQ** **SignalR** **TypeScript** **React** **Redux**

Rendered Text (Jul 2015–Oct 2015)

Intern Software Engineer

Contributed a **couple** of **features** to Semaphore, a hosted CI/CD service. Learned about behavior-driven development, and web development in general. Got some exposure to functional programming through Elixir and Elm hackathons.

Ruby on Rails **PostgreSQL** **CoffeeScript** **AngularJS**

3Lateral (Aug 2012 Sep–2012)

Intern Technical Artist

Had the wonderful opportunity to witness a production environment up close. Attempted to create an animation-ready character face from scanned data. Learned about rigging, scripting, 3D scanning, and a touch of digital sculpting.

Maya **MEL** **Python** **ZBrush**