

# Filip Kostic

SOFTWARE ENGINEER

## Profile

Diligent engineering student with excellent leadership skills and a strong desire to learn. Detail-oriented and always aiming to produce consistent and high quality results. Able to effectively self-manage during independent tasks, as well as collaborate in a productive team.

## Employment History

### High level design intern, Intel Canada, Toronto

MAY 2022 – SEPTEMBER 2023

- Developed an IDE in Java using the JavaFX framework specialized for FPGA development.
- Shortened the code base by 30% from previous versions of the project.
- Created hardware systems for educational use
- Created educational labs and tutorials for Intel FPGAs

## Education

### Bachelor of Science in Computer Engineering, University of Toronto

SEPTEMBER 2019 – PRESENT

Current cGPA: 3.93/4.00

### Ontario Secondary School Diploma , Etobicoke C.I

SEPTEMBER 2015 – JUNE 2019

## Design Experience

### Gretzky-IS

JANUARY 2021 – JUNE 2021

- Developed GIS software developed in a team of four.
- Displays all streets and geographic features and provides directions to user
- [Prototype video](#)

### Falling meteors game

JUNE 2020 – JUNE 2020

- Created a small game written in C where the player must dodge meteors to survive
- [Link to video](#)

### Don River sewage overflow mitigation, Toronto

JANUARY 2020 – JUNE 2020

- Collaborated with a team alongside a P.Eng to resolve an issue concerning sewer overflow
- Designed prototypes of storage tanks, sensors, and automated valves
- [Link to final presentation](#)

## Details

647-760-9134

[filkosticjob@gmail.com](mailto:filkosticjob@gmail.com)

## Skills

C/C++

Java

Python

Verilog

ARM Assembly

HTML/CSS

JavaFX

Flask

Bootstrap

Git

Microsoft Office

## Languages

English

French

Serbian