

MARKO ČUPIĆ

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EXPERIENCE

Software Engineer

Quectel

📅 Aug 2021 – Present

📍 Belgrade, Serbia

- Sep 2022 - Present
Test Automation Engineer
- Aug 2021 - Aug 2022
Embedded Engineer in IOT

Software Engineer

TomTom N.V.

📅 Feb 2019 – May 2021

📍 Belgrade, Serbia

- Routing Engine for Built-in Vehicle Navigation and Android App

Game Engine Programmer

Ubisoft Entertainment SA

📅 Oct 2017 – Oct 2018

📍 Belgrade, Serbia

- Mar 2018 – Oct 2018
Tools and Engine Programmer on Tom Clancy's Ghost Recon Breakpoint
- Dec 2017 – Mar 2018
Gameplay (UI) Programmmer on Tom Clancy's Ghost Recon Wildlands
- Oct 2017 – Dec 2017
Engine Programmer on Steep

Embedded Software Developer

RT-RK Institute for Computer Based Systems

📅 Dec 2015 – Sep 2017

📍 Belgrade, Serbia

- Mar 2017 – Sep 2017
Video Streaming Software on Linux Based set-top-box (STB) for Zenterio
- Dec 2015 – Mar 2017
Security Maintenance on Linux Based STB for Vestel

EDUCATION

B.Sc. in Informatics

Faculty of Mathematics, University of Belgrade, Serbia

📅 2011 – 2015

PUBLICATIONS

Čupić M. et al. Utilization of Linux containers as security measure in multi-process embedded systems.

Etran Conference

📅 June, 2016

📍 Zlatibor, Serbia

LANGUAGES

Serbian English

PRIMARY PROGRAMMING LANGUAGES

C++ C Python Bash

LIBRARIES/Frameworks

GoogleTest Unity (Throw The Switch)
CMock CMake Boost Pytest LLVM
FastAPI Qt

CI/CD

GitLab CI/CD Jenkins

TOOLS

Docker Nomad

OPERATING SYSTEMS

GNU/Linux Microsoft Windows MacOS

DATABASES

IBM DB2 MySQL

VERSION CONTROL

Git SVN Perforce

IOT, PROTOCOLS AND LOW LEVEL

FreeRTOS CMSIS TCP/IP UDP
HTTP MQTT CoAP LwM2M
Cellular GNSS

MISC.

Familiar languages, libraries, frameworks and tools

Rust Javascript C# PowerShell Java
Node.js Node-RED Svelte WPF