Nikola Dimitrijević

Software engineering student

Software Engineering student seeking internship in object-oriented programming, software design and software testing.
I have experience in programming in both structural and object-oriented programming languages (developing, debugging and understanding others code), and proficient knowledge of algorithms and data structures, design patterns and software testing principles.

Personal Info

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Date of birth
19 December 1997

Skype
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GitHub
github.com/alokind

Technical Skills

Skill	Level
Java	■■■■■
C++	■■■■■
C	■■■■□
C#	■■■□□
UML	■■■■■
HTML	■■■■■
CSS	■■■■□
Bootstrap	■■■■□
PHP	■■■■■
JavaScript	■■■■□
SQL	■■■■□
MySQL	■■■■■
JUnit	■■■■■
Mockito	■■■■■
Selenium IDE	■■■■■

Languages

Language	Level
Serbian	■■■■■
	First language
English	■■■■■
German	■■■□□
Bulgarian	■■■■□

Education

Oct 2016 - present

Bachelor with honours in Software Engineering
Faculty of Electrical Engineering, University of Belgrade (Serbia)
Department of Software Engineering
www.etf.bg.ac.rs/en/studies/bachelor-studies/software-engineering
Expected graduation date Q3 2020

Sep 2012 - May 2016

High school diploma
Zaječar Grammar School, Zaječar (Serbia)
Department of Science and Mathematics

Projects

Fully functional, preemptive, multi-threaded kernel for the Intel 8086 CPU
Implementation of a fully functional, preemptive, multi-threaded kernel for the Intel 8086 CPU with time-sharing on a single core. The kernel supports synchronous and asynchronous context switching, a complete semaphore sub-system for thread synchronization, event and signal handling. The project was realized using C++ and 8086-compatible assembly language for the course *Operating Systems 1*.

Completely Fair Scheduler implementation using 2-3-4 tree
C++ app implementing Completely Fair Scheduler used in Linux OS, with waiting queue implemented using 2-3-4 tree. The project was done for the course *Algorithms and Data structures 2*.

FPGA board "Four in a row" game using only logic gates and flip-flops
Four in a row game written in Altera Quartus II Schematic using only logic gates and flip-flops with GUI, implementing VGA and PS/2 protocols. The project was done for the course *Fundamentals of Computer Engineering 2*.

Smart home software system
Java apps that communicate via MySQL server and Glassfish server using JMS and JPA simulating smart home apps. The project was done for the course *Information Systems 1*.

AC and DC conversion for PIC18F45K22
The console application written in C++ used to input voltage which will then be generated as PWM signal on a pin of microcontroller. AD conversion is done so produced voltage could be written on LCD panel and back in console app. The project was done for the course *Fundamentals of Digital Electronics*.

Software testing and verification
Number of web apps tested using Junit, Mockito, Selenium IDE while implementing black-box and white-box testing. The project was done for the course *Software testing*.

Interests

Software design, testing and verification, Neural networks, Machine learning, AI