

Marko Bjelajac

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EDUCATION: **B.S. and M.S. in Computer Science**, Belgrade University
Expected graduation – October 2012

PROFICIENT IN:

- C/C++, Java object oriented programming
- Unix (Linux) system programming (Posix standard)
- HTML, Perl(regex), JavaScript, Flash (Action Script)
- Matlab IDE, Qt IDE, Eclipse IDE
- Lex and YACC for building compilers

PROJECTS:

- Video game "Shooting Planes" programmed in C++ with Allegro Library
- Team project "Analytical Geometry" (codd.matf.bg.ac.rs/angeom/)
(SQL, WAFL, HTML)
- Web site: www.teeyana.com (Flash)
- "Probability and Statistics in High School: Development of Didactic Material"

FAMILIAR WITH:

- PROLOG, C#, Fortran, SQL Queries, Wafl (functional programming)

RELATED SKILLS:

- Algorithm design and analysis
- Identifies, isolates and corrects Network, Database, system and application, software problems.
- Installs, un-installs, relocates, transports, and sets up networking hardware, personal computers, printers, and associated equipment.
- Installs new and upgrade software for personal computers.

LANGUAGES: fluent in Serbian and English
STATUS: permanent resident (green card)

