

# Danilo Lazić

[LinkedIn](#) | [GitHub](#) | [GitLab](#) | [Portfolio](#)

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## DEVOPS ENGINEER · SYSTEM ADMINISTRATOR · DEVELOPER

Final-year Computer Science student with 10 years of programming experience and a strong foundation in **DevOps, System Administration, and Software Development**. Passionate about backend/full-stack development, modern infrastructure tools, and scalable system design. Seeking opportunities to apply and expand my skills.

## TECHNICAL SKILLS

**DevOps & Cloud** : Docker, Vagrant, KVM, OpenVPN, HAProxy, Zabbix, Keycloak  
**Security** : iptables, Suricata IDS, WAF, Anti-DDoS, server hardening  
**Languages** : Bash/Shell, Python, Java, C/C++, C#, JavaScript, Perl, SaltStack  
**Frameworks** : Express, Node.js, React  
**Libraries** : Redux, React Router, Vuforia Engine  
**Databases** : MySQL, MariaDB, PostgreSQL  
**Tools** : Git, VS Code, VirtualBox, VMware, Unity  
**Systems** : Windows, Ubuntu, CentOS, Debian, Kali Linux

## EXPERIENCE

<b>Tech Coordinator</b> <i>Google Developer Group on Campus</i>	Oct 2024 – Sep 2025 <i>Koper, Slovenia</i>
<ul style="list-style-type: none"><li>Providing technical support and event organization/planning</li></ul>	
<b>Technical Coordinator</b> <i>Google Developer Student Clubs</i>	Oct 2023 – Sep 2024 <i>Koper, Slovenia</i>
<b>System Administrator</b> <i>Freelance</i>	Mar 2021 – Sep 2021 <i>Remote - Belgrade, Serbia</i>
<ul style="list-style-type: none"><li>Managed Linux-based servers and security configurations.</li><li>Created a Bash-based Anti-DDoS system effective up to <b>30 GBit/s</b>.</li><li>Acted as both White Hat and Red Hat team for a private client.</li></ul>	
<b>Assistant manager on projects</b> <i>Udruženje građana "Prava Žena"</i>	Sep 2020 – Present <i>Kruševac, Serbia</i>
<ul style="list-style-type: none"><li>Organized humanitarian events to fundraise for children's medical treatments</li></ul>	
<b>Bartender and waiter</b> <i>MCaffe 037 &amp; Y Club</i>	2020 – 2021 <i>Kruševac, Serbia</i>
<ul style="list-style-type: none"><li>Developed teamwork and communication skills in high-pressure environments</li></ul>	

## EDUCATION

<b>University of Primorska</b> <i>Bachelor of Science in Computer Science</i>	Koper, Slovenia Oct 2022 – Present
<b>University of Coimbra – ISEC</b> <i>Erasmus+ Exchange, Informatics Security Programme – IT Security, DevOps, Game Design</i>	Coimbra, Portugal Feb 2025 – Jul 2025
<b>High Music School "Stevan Hristić"</b> <i>Sound Design – Music Production</i>	Kruševac, Serbia Sep 2018 – Jun 2022

## PROJECTS

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### Anti-DDoS Script

[Source Code](#)

- Developed using **Shell and iptables**.
- I developed it while working for the private company, and it was updated in Nov. 2024.
- This script helped when their servers were under frequent DDoS attacks.

### Management of Internet Infrastructures and Services Projects

- **Project 1:** Setup and configuration of DHCP, DNS, Mail, LDAP, and secondary Mail servers on Debian-based systems.
- **Project 2:** HAProxy load balancing with Keepalived for high availability; monitoring infrastructure with Zabbix (agents, scenarios, custom alerts).

### IT Security Projects

- **Project 1:** Secure remote access using OpenVPN (Road Warrior model).
- **Project 2:** Network filtering and threat detection using NfTables and Suricata IDS.
- **Project 3:** Web Security Testing (WSTG), Web Application Firewall configuration, and user authentication with Keycloak (SSO, brute force detection, hardening).

### DoS Detection

[Source Code](#)

- Developed using **Java and Shell**.
- Filtering packets with tcpdump and analyzing them using Bollinger Bands and st. deviation.
- This is a class project that has been fully developed.

### Python Flask Booking System - duxymusic.com

[Link](#)

- Developed using **Python Flask, MySQL**.
- This website was developed for DJ Booking and song requests.
- Using Google Calendar API.

### Unity Multiplayer Game – Shifting Tides

[Source Code](#)

- Group project for Game Design course (Erasmus).
- Used Unity, Unity Multiplay, and Netcode for GameObjects.
- Developed card-based mechanics and real-time interaction system.

### Dutch AR Game

[Source Code](#)

- Developed using **Unity, Vuforia Engine and C#**.
- This project was developed for a class project.

### Elevator and Hangman simulators

[Source Codes](#)

- Developed using **C**
- Program that simulates elevator and the Hangman game
- These programs were developed for a class project

### More or less, less is more

[Source Code](#)

- Developed using **Java**
- This program was developed for a class project

### WordPress Website - prava-zena.com

[Link](#)

- Developed using **WordPress**.
- This website was developed for the humanitarian association.
- Optimized with WPCache, improved security with WPSecurity.

## OTHERS

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<b>Languages</b>	: Serbian (Native), English (C2), Slovene (B2), Portuguese (A1)
<b>Music</b>	: Trumpet, Piano, Bass Guitar
<b>Activities</b>	: Music Production, Mixing and mastering, Post-production, Photography