Dušan **Stanković**

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PROFILE

Full stack engineer, with focus on back-end development.

Main objective is to keep challenging myself, continue evolving as a software engineer and craft great products.

EDUCATION

Bachelor of Applied Science, Computer Science
University of Belgrade, Graduated 2013

SKILLS

General:	Data structures, Algorithms, Design patterns, OOP, FP, TDD/BDD
Programming:	Java, Groovy, Android, JS, NodeJs (ExpressJS), AngularJS, Spring, HTML/CSS, PostgreSQL, DynamoDB, Redis
Tools:	Maven, Gradle, Git, SVN, Jenkins, Teamcity

EXPERIENCE

TruckTrack Inc. April 2014 - Present

TruckTrack is a modern SaaS solution for trucking businesses. Full stack developer, working on both web and mobile application. Few of many things went through my hands: caching, migration system, few integrations with 3rd party services, Android application, REST api. We are encouraging micro services architecture. Tech stack: Groovy, Spring, NodeJS, AngularJs, PostgreSQL, Redis, DynamoDB, Android, AWS

Veletudo March 2014 - Present

Veletudo is IT consulting agency and it's providing of mobile and web solutions to end customers. As owner, besides development, managed all the inputs and manpower. Tech stack: Java, Python, JS, Spring, Android, HTML/CSS, Web design, Wordpress, PHP

Gtech Belgrade March 2012 - April 2014

Gtech is a leading gaming business in the world. Created few web based lottery games for Swiss, Belgium and Chilean national lotteries. Besides that, worked on notification system responsible for sending over 100k mails and sms messages daily. Tech stack: C#, Java, JS, Spring, Hibernate, PL/SQL

PROJECTS

Green Inspector

Android application for reporting local ecological issues. It allows user to take a picture of an issue and pin it on map. On the other side, NGO behind the idea, have the access to web application where they see and handle reported issues. Won 1st place at Open Ideas challenge. Tech stack: Mobile - Java(Android), Retrofit, Android Annotations Web - AngularJs, Laravel, MySQL

Vampire Empire

Vampire empire is a game developed in 24h during Nordeus hackathon (beside three other where I participated and created games and mobile apps). It pushed me over the limits and showed me how to narrow the scope in order to finish task before deadline. Tech stack: C#, MonoGame

OTHER

Oracle Java SE Programmer I (1Z0-803)
Startup Academy attendee
Fluent in English
Willing to relocate