



# Bojan Popržen

Graduate Software Engineer

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## Education

|                |   |                                       |
|----------------|---|---------------------------------------|
| 2022 – present | <b>Faculty of Technical Sciences</b><br>Master's: High Performance Computing<br>Topics: distributed systems, cloud computing, parallel computer architectures                         | <b>University of Novi Sad, Serbia</b> |
| 2017 – 2021    | <b>Faculty of Technical Sciences</b><br>Bachelor's: Software Engineering and IT (GPA: 9.83/10)<br>Courses and more info at: <a href="http://bit.ly/2RaGBi0">http://bit.ly/2RaGBi0</a> | <b>University of Novi Sad, Serbia</b> |

## Work Experience

|                                 |   |                          |
|---------------------------------|---|--------------------------|
| Dec '21 – present               | <b>Nutanix</b><br>Member of Technical Staff 2<br>Team: AHV management (VM Scheduler).<br>Broad topics: distributed systems, task idempotency, pessimistic and optimistic distributed locking, concurrency.  | <b>Belgrade, Serbia</b>  |
| Oct '20 – Mar '21<br>(6 months) | <b>SAP</b><br>Intern<br>Team: vSystem (multi-tenant cluster for running apps in Cloud).<br><b>Overhauled the caching architecture for user authorization, leading to a reduced duration of PR validations by 30% and better overall cluster performance.</b> Wrote code in Go, infrastructure in Docker and K8s. Also did some tooling support. | <b>Walldorf, Germany</b> |
| Oct '19 – Jan '20<br>(4 months) | <b>Faculty of Technical Sciences</b><br>Teaching Fellow<br>Courses: <i>Object Oriented Programming 2</i> (Advanced Concepts of OOP using C++), <i>System Programming 1</i> (Assembler, Compiler, Loader and Linker; Grammars).  | <b>Novi Sad, Serbia</b>  |

## Projects

|      |  |   |
|------|--|---|
| 2021 | <b>Go Pipelines (Bachelor Thesis)</b><br><i>Research</i> – Go – Concurrency – Image processing – Pipelines<br>Optimized an <b>image processing server</b> by utilizing the <i>Pipeline</i> pattern and <i>bounded concurrency</i> in Go. Compared different types of processing, visualized and analyzed the results. <i>Open-sourced</i> the library for pipeline processing.<br>Article about the project: <a href="https://itnext.io/performant-image-processing">itnext.io/performant-image-processing</a> . | <a href="https://github.com/ele7ija/go-pipelines">github.com/ele7ija/go-pipelines</a> |
|------|--|---|

2020 | **Civil Engineering Company's website** available at: `doostabilnost.rs`  
*Commercial* – Python (Django) – Amazon S3 – PostgreSQL – Heroku  
A website for a local company I developed from zero and deployed. For BLOB storage I used S3 and PostgreSQL for relational data.

## About me

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Hi, I am a motivated **Software Engineer** who loves to deeply understand a technology so that it can be leveraged in the best way possible.

My current focus is on **Distributed systems** and my language of choice is **Go**. I've also done numerous Full-Stack projects mostly in Uni and had one solo commercial project.

If I'm not working on a PR, I'm either swimming, hiking, cycling, playing snooker/pool or hanging out.

You can find my contact details at the top of the first page.