

# Filip Ilić

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Availability: July 2025 – December 2025

## Summary

Rising junior Computer Science student at Northeastern University with experience in full-stack development, data manipulation, and modern web infrastructure. Built and deployed Redline, a TypeScript/React/Node.js social platform with PostgreSQL and Supabase. Strong foundation in Python, SQL, and RESTful API design. Passionate about building scalable, user-centric products and eager to contribute to teams working in web, AI, or data-focused environments.

## Education

**Northeastern University**, Boston, MA

Sept 2024 – May 2027

Khoury College of Computer Sciences – Candidate for B.S. in Computer Science

**GPA: 3.84/4.00**

**Relevant Coursework:** Object-Oriented Design, Theory of Computation, Logic and Computation, Discrete Structures, Intensive Math Reasoning, Foundations of Cybersecurity, Introduction to Databases, Algorithms, Systems Programming, Calculus 3 & 4

**Honors:** Dean's List All Semesters

**Activities:** Downhillers Ski and Snowboard Club, NUHOC, Intramural Soccer

## Skills

**Tech Languages:** Java, Python, TypeScript, JavaScript, R, SQL, C, C++, Racket, HTML/CSS

**Frameworks/Tools:** React, Node.js, Express, Supabase, Git, MySQL, PostgreSQL, Vite

**Platforms:** AWS (S3, Route53, CloudFront, Certificate Manager), Windows, Linux, macOS

**Languages:** English (Fluent), Serbian (Fluent), German (Intermediate)

**Soft Skills:** Teamwork, Accountability, Quick Learner, Critical Thinking, Problem-Solving, Motivated

## Projects

**Redline** | TypeScript, React.js, Node.js, Express.js, Tailwind CSS, PostgreSQL, REST APIs, Supabase

July 2025

- Built a full-stack social platform for car enthusiasts; profiles showcase builds, mods, and service logs.
- Developed RESTful APIs (auth, posts, comments, likes, follows) with Express/PostgreSQL, using Supabase for sessions and access control.
- Created responsive frontend with React + Tailwind; added dynamic feeds and profile routing with React Router.

**Three Trios** | Java

Oct 2024

- Developed a Java-based multiplayer game, *Three Trios*, incorporating over 50 Java classes, interfaces, and enumerations.
- Followed object-oriented design principles such as Inheritance, Composition, Model/View/Controller, Decorators, Strategies, Observers, etc.
- Designed gameplay mechanics allowing players to compete against either human opponents or algorithms with diverse play style strategies.

## Experience

**NExT Consulting**, Boston MA | TypeScript, React, Python, PostgreSQL, Anthropic API

September 2025 - Present

*Software Engineer Co-op*

- Building a web app that helps beginner students kickstart their first software projects using AI-driven suggestions and guidance.
- Designing and refining LLM prompts to generate tailored project ideas, tech stacks, and step-by-step implementation tickets based on user input.
- Assisting with backend schema design and API structure while implementing frontend features such as the chatbot UI and signup flow.

**Code for Boston**, Boston, MA | TypeScript, React, Node.js, Express.js, Vite

March 2025 - Present

*Open-Source Software Engineer*

- Contributing to a frontend-focused platform that improves public access to liquor license statuses for Massachusetts businesses.
- Using TypeScript to build a user-friendly interface that simplifies tracking of applications, renewals, and availability.
- Collaborating on architecture and UI design based on state-provided licensing data.