



Uroš Glogovac

Final year student at The School of
Electrical and Computing Engineer of
Applied Studies

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Smederevo, Serbia

Experienced in C#, .NET, Unity, HTML, CSS, JavaScript, SQL and Android development. Currently, I am focused on enhancing my OOP abilities by creating Unity games, refining my frontend skills through the development of my Portfolio website, expanding my Android expertise by working on a Weather App and improving my .NET knowledge by refactoring my Hotel Management application.

EDUCATION

Technical School Smederevo

09/2016 - 06/2020

Courses

- Computer Network Administrator

School of Electrical and Computer Engineering of Applied Studies Belgrade

10/2020 - Present

Courses

- New Computer Technologies

WORK EXPERIENCE

Worker Fruvita

07/2022 - 08/2022

Kolari, Smederevo

Unity Developer deCode GmbH

02/2023 - Present

Indie game company for a game called "The Simple Balance"

Remote

SKILLS

C (Basic Level)

C++ (Basic Level)

C#

Unity

.NET

OOP

Android

Java

SQL

Bootstrap

HTML

JavaScript

CSS

Wordpress

Microsoft Office

Windows

Solving logical tasks

PROJECTS

<https://glogovac.github.io/Portfolio/>

- My portfolio page made with HTML, CSS and JavaScript. The page showcases my skills and projects in a dynamic and engaging manner.

<https://github.com/glogovac/textApplikacija>

- C# Windows Forms Application that works with text files (.txt). Provides seamless functionality and efficient management of hotel-related data.

<https://glogovac.github.io/First-Person-Shooter/>

- First Person Shooter game made with Unity. The game features enemy zombies, a gun system and an upgrade system.

<https://github.com/glogovac/WeatherApp>

- Android weather application that utilizes an API key to retrieve and display accurate weather information.

LANGUAGES

Serbian

Native or Bilingual Proficiency

English

Full Professional Proficiency

INTERESTS

Chess

Gaming

Fitness

Making and editing videos