

# ALEKSANDAR KOSTIC

## Entry-Level | Developer

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## PROFILE

Entry-level developer with 4 years of experience in a university environment: I have planned, designed, developed, tested, delivered, and maintained projects. I have worked on several projects and have also led a team of developers to complete deliverables in an agile manner. I am a quick learner who is keen to further my software development and IT knowledge.

## EDUCATION

### University of Western Ontario

Bachelor of Science in Computer Science

London, ON, Canada

Sep 2015 - Apr 2020

- Major GPA: 3.9/4.0 | Cumulative GPA: 3.7/4.0
- Dean's Honor List (2020)

## SKILLS

- **Languages:** C#, C, C++, Python, Java, SQL (MySQL), PHP, HTML, CSS, JavaScript
- Experience with Git (GitHub, BitBucket), databases, data structures, algorithms, design and architecture, UML, OOP, agile development, sitemaps, wireframing, and WCAG 2.0
- Excellent time management and organizational skills
- Works efficiently under stress and in a fast-paced environment
- Problem solver, adaptable, and **keen to learn new languages and technologies**
- Ability to effectively manage and perform a variety of tasks, projects, and responsibilities
- Approachable: works well with others and independently

## PROJECTS *(more available on [GitHub](#))*

### The Paper Curse (Unity, C#)

- Led a team of developers in an agile manner as project lead developer
- Planned, designed, developed, tested, and delivered the platformer game in C#
- Educated newer developers to game design on Unity, scripting, and C#

### Hospital Website and Database (HTML, CSS, JavaScript, PHP, MySQL)

- Planned, designed, developed, and tested a hospital website connected to the database
- Used PHP and mySQL to connect and query the backend database
- Used JavaScript to make the website responsive to user input and actions

### Networks (Python)

- Implemented, using both UDP and TCP protocols, a date and time server with a client to access the server.
- Implemented a rdt 3.0 network implementation using the UDP protocol. Network can corrupt, delay, and lose packets.