Miloš Novaković

Niš, Serbia
Email: milosnovakovic91@gmail.com
Portfolio: https://milosnovakovic.github.io
Phone: +381644961731

Work Experience:

ObEN - April 2018 - April 2020 (2 years 1 month)
San Francisco, California (remote work)
Unity Developer:

- Integrating FFMPEG plugin for loudness normalization and video recording
- Worked on speech recognition and speech to text conversion (Tensorflow, IBM Watson and Snowboy)
- Senior role in the team creating ObEN SDK
- Designed and implemented scalable and flexible tool for animation loading
- Responsible for application's CPU, memory and loading optimization
- Worked closely with designers and backend team to deliver the vision of the application
- Multiplatform support (Windows, OSX, Linux, Android and iOS)

Technologies used: Vuforia AR, Kinect, FFMPEG, Tensorflow, IBM Watson, Snowboy, Photon, Unity Shader Graph, Amazon SQS service, Mecanim , FinalIK

WEBELINX - December 2014 - April 2018 (3 years 5 months)
Niš, Serbia
Unity Developer:

- Responsible for creating a gameplay based on GDD
- Worked closely with designers to deliver the vision of the game from start to finish
- Implemented client-side UI that was meeting the requirements of the designers
- Developed tools that improve designer's workflow
- Integration of ads and statistics in the games
- Multiplatform support (iOS, Android, Windows Phone)

Formal Education:

Faculty of Electronic Engineering, University of Nis, Serbia
Bachelor with Honours in Electrical Engineering and Computing
Module - Computer Science and Informatics
October 2010 - July 2015

Education Highlight:

Nikola Tesla Museum, Belgrade - March 2010 – December 2013
Computer simulation and 3D modeling patents and laboratories of Nikola Tesla
Modeling and texturing of high and low poly 3D models

Programing languages and tools

- C#, Unity, Game Development, Unity ML-Agents, Unity DOTS, Git
- Autodesk Maya, Photoshop, UVLayout, Substance Painter

Languages:

- English - upper intermediate (Reading, Writing, Verbal)
- Serbian – native