JELENA CVETIC

Software Engineering Student

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PROFESSIONAL EXPERIENCE

Software Engineering Intern at Cisco

June 2023 - Present

Internship at Cisco's Infrastructure Team, specializing in optimizing the build system. Responsibilities encompassed extensive work with Makefiles, utilization of SWIG, and optimization of C/C++ code. Developed proficiency in software development, build process enhancement, and collaborative teamwork within the dynamic environment.

Student Teaching Assistant

October 2022 - Present

Contributed as a Teaching Assistant, responsible for the evaluation of laboratory exercises in diverse courses, including Algorithms and Data Structures, Computer Architecture and Organization, Object-Oriented Programming and others.

Student Mentor at Scientific and Engineering Center PFE

June 2020 - Present

Actively participated as a student mentor with a volunteering organization that offers free camps to high school students. Engaged in software engineering courses and provided mentorship for projects.

RELEVANT PROJECTS

Preemptive multithreaded kernel for RISC-V CPU

Designed a C++ university project for a basic operating system, compliant with the RISC V processor architecture, enabling multithreading and time-sharing capabilities. Project includes functionalities such as thread management, semaphore implementation, a customized memory allocator, and thorough interrupt handling for both external (keyboard) and internal (timer) events.

Shopping application

Project involved implementing web services and orchestrating containerized components for a multi-user system, including facilitating order payments through the Ethereum Blockchain platform. It was developed using Python, Flask, SQLAlchemy and Docker.

Olympic games data analysis application

Developed an application for the examination and presentation of Olympic Games data, with data processing coded in C++. Additionally, Java Native Interface (JNI) was utilized to enable seamless data transfer from C++ to Java, while the graphical user interface (GUI) was implemented using Java.

Wine encyclopedia

Developed a web application for small wineries, using client-server architecture. The server-side was developed using Django, while HTML and JS were utilized for the client-side interface.

Client-Server communication project

Created a system comprising client and server applications, along with a database subsystem, utilizing REST API to manage request and response handling. Employed JMS for messaging purposes and established connectivity to MySQL using JDBC for database interaction

Walking optimization of bipedal model using Reinforcement learning

Implemented a walking optimization project for a bipedal model using the machine learning method of Reinforcement Learning. The simulation was implemented in Python, with physics and body dynamics simulated using the Box2D Python library.

16bit CPU

Developed the organization and architecture of a 16-bit CPU within a university simulator, employing the creation of instructions and the formulation of algorithms using these instructions.

EDUCATION

2020 - 2024 | School of Electrical Engineering University of Belgrade

Bachelor of Computer Science - Software Engineering

Cumulative GPA: 9.43/10.00

2016 - 2020 | First Grammar School of Kragujevac

Science and mathematics educational track

Cumulative GPA: 5.0/5.0

CORE COMPETENCIES

✓ C/C++

✓ Flask

Python

✓ Java

✓ Code structure & architecture

Data structures

✓ Algorithms

✓ Docker

✓ JS

✓ HTML

Make

✓ SQL

Test driven development

Design patterns

✓ UNIX

Django