# Lazar Premović

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3<sup>rd</sup> year student at School of Electrical Engineering, Software Engineering programme

#### Education:

- School of Electrical Engineering, University of Belgrade
  - B.S. Software Engineering, scholarship student
  - Average grade 9.92/10¹
- Računarska gimnazija (scholarship student, Generation student)
- Mathematical Grammar School, 7<sup>th</sup> and 8<sup>th</sup> grade

### Skills:

- Excellent knowledge of C/C++ and C#
- Knowledge of Python and Java
- Experience with microcontrollers, VHDL, digital electronics as well as basics of robotics
- Working with databases (MySQL, PL/SQL, SQLite)
- Android application development

Relevant experience and competitions:

#### 2021

- Research and Development Intern, Microsoft Development Center Serbia (1.7. 30.9.)
  - Goal of the internship was developing an extension for the Visual Studio IDE aimed at easing the debugging process.
- Lecturer of introductory C# and Python courses for CET computer school since 2019.

#### 2019.

- Defended graduation thesis on the topic of "Man-machine interface for application in music"<sup>2</sup>.
- 3<sup>rd</sup> prize at the national informatics competition organized by Društvo Matematičara Srbije (A category) and participation in the Serbian Informatics Olympiad.

#### 2018.

- 1st place at the national robotics competition "Eurobot Srbija 2018" in junior category as a part of a two-member team and participation in the European robotics contest "Eurobot Junior 2018" held in Paris.
- $-\,\,\,2^{\text{nd}}$  place at the qualifications for the WER robotics competition as a part of a two-member team.

#### 2017.

- Internship at the research and development institute RT-RK from 03.07.2017. to 31.07.2017.
  Details and the letter of recommendation can be found <a href="here">here</a><sup>2</sup>.
- 2<sup>nd</sup> place at the MATHackathon, a team competition which gave contestants six hours to develop hardware and software on a given theme (theme was "Smart home component", software part of the project can be found here).
- 1<sup>st</sup> prize in the mts app competition, with the Android app WalkieTalkie, as a part of a team.

# 2016.

<sup>&</sup>lt;sup>1</sup> At the time of writing, with 120 acquired ESPB credits.

<sup>&</sup>lt;sup>2</sup> Available in Serbian only

- 1<sup>st</sup> prize in the open data visualization competition organized by the Ministry of Education as a part of a team. (project's source code).
- $-2^{\rm nd}$  place at the national robotics competition "Eurobot Srbija 2016" in junior category as a part of a two-member team.
- Participant of the international robotics festival "RoboLand 2016" in Kazakhstan and a winner of the special award as a part of a two-member team.

#### 2015.

 1<sup>st</sup> place at the national robotics competition "Eurobot Srbija 2015" in junior category as a part of a two-member team.

# Notable projects:

- Arilla: Realization of a Computer system (CPU and peripherals) on a FPGA chip.
- Multithreaded environment for MS-DOS operating system.
- PCIw<sup>2</sup>: Specification and reference implementation of a bus for communication between CPU and peripheral devices in a computer system.
- MUVC: Library that abstracts the Client-Server model using interface similar to that of a Console class, written in C#.
- FPGAception: Rudimentary FPGA chip designed using VHDL hardware definition language.
- PHI GPC<sup>2</sup>: Graduation thesis, general purpose Man-machine interface (controller) and accompanying software.
- Groove: Rudimentary Digital Audio Workstation (DAW).

# Interests in the realm of software engineering:

- Computer architecture and organization
- System software
- Real time systems
- Embedded systems for audio-video production and theatrical lighting

#### Other:

- Attendee of the Computer Science Week in 2017., 2018., and 2019. in the Mathematical Grammar School.
- Technical organizer of the e-sports competition PlayIT in 2018. and 2019.
- Audio-video tech intern at Fortuna esports.
  CV related to audio-video production
- Proficient in English.