Lazar Premović

mail: lazar2premovic@gmail.com
tel: +381 60 0301115
site: lazar2222.github.io

2nd 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 9.92/10[1]
- Računarska gimnazija (scholarship student, Generation student)
- Mathematical Grammar School, 7th and 8th grade

Skills:
- Knowledge of fundamentals of audio technology, setup and handling of audio equipment
- Knowledge of fundamentals of video technology, setup and handling of video equipment
- Knowledge of fundamentals of theatrical lighting and lighting console operation
- Knowledge of NDI and Dante technologies
- Basic knowledge of sound and video theory
- Basic knowledge of DSP (Digital Signal Processing), acquired while working on Groove
- Knowledge of hardware control surfaces, acquired while working on PHI-GPC
- Knowledge of following software:
  Wirecast, OBS Studio and vMix (vision mixing and live streaming software)
  Voicemeeter Banana (Virtual mixing console)
  Qlab (Media playback software for theaters)
  ETC Eos and grandMA3 (theatrical lighting control software)
  FL Studio, Adobe Audition and basics of other DAW software
  Adobe Premiere Pro and Davinci Resolve (Nonlinear editors)
  Adobe Photoshop and Corel Draw

Relevant experience and projects:
2020.
- Internship at „Fortuna esports" from November of 2019. to January of 2020. as an audio-video tech and live programme production assistant.

2019.
- Volunteer at the youth theater „DADOV" from December of 2018. as an audio assistant. Letter of recommendation can be found here[2].
- Defended graduation thesis on the topic of „Man-machine interface for application in music"[2] (PHI-GPC).
- Technical organizer of the e-Sports competition for high schools „PlayIT 2019". Responsibilities included: Preparing graphics to be used for the livestream using Adobe Photoshop, setting up all devices using NDI, livestream production and instant replay using Wirecast as well as using the Battlefy platform. Details about the second year of PlayIT are available here[2].

2018.

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[1] At the time of writing, with 120 acquired ESPB credits.
[2] Available in Serbian only

- Sound design, audio equipment setup and live audio production using Qlab software, for the production of „Little Prince" performed by drama club of Računarska gimnazija.
- One of the founders and technical organizer of the e-Sports competition for high schools „PlayIT 2018". Details about the competition can be found [here](#)[2].

2017.
- Sound design, using FL Studio and Qlab, for production of „Kapetan Džon Piplfoks" performed by drama club of Računarska gimnazija.
- Development of Digital Audio Workstation software named Groove, as the final project of 2nd year of Računarska gimnazija.

Other:
- [CV related to software engineering](#)
- Proficient in English.