Lazar Premović

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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:

- 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 is development of extension for 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"[2].
- 3rd 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.
- 2nd 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 here[2].
- 2nd 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).
- 1st prize in the mts app competition, with the Android app WalkieTalkie, as a part of a team.

2016.

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

- 1st prize in the open data visualization competition organized by the Ministry of Education as a part of a team. ([project's source code](#)).
- 2nd 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.
- 1st place at the national robotics competition „Eurobot Srbija 2015" in junior category as a part of a two-member team.

Notable projects:
- Multithreaded environment for MS-DOS operating system.
- [PCIw](#)^2: 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](#)^2: 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.