Ivan Seslija

Software Developer

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I'm Ivan Seslija, a Computer Science graduate from New Westminster, BC, specializing in Artificial Intelligence.

My expertise spans Javascript, Python, Java, and C/C++, honed through academic and personal projects in Reinforcement Learning, Convolutional Neural Networks, and Neural Networks.

With a background in logistics, IT, and warehousing, I've developed strong adaptability, work ethic, and problem-solving skills, ready to contribute significantly to software development projects.

Skills

- Skilled in using TensorFlow, PyTorch, and Scikit-Learn for machine learning projects.
- Experienced in Reinforcement Learning Algorithms, including DQN (Deep Q-Networks) and PPO (Proximal Policy Optimization).
- Knowledgeable in Data Mining, specializing in classification and clustering techniques for insight extraction from data.
- Proficient in programming languages: Python and C++, Javascript.

Projects

Breakout DDQN: Began with studying Deep Q-Networks (DQN), then progressed to Double Deep Q-Networks (DDQN), and explored other DQN enhancements, applying these insights to enhance the Atari game Breakout.

3D Bunny Rendering: Developed a C++ project to render a 3D bunny using rasterization techniques like wireframe, flat, and per-vertex shading, producing static images and animations to display the model from multiple angles.

PacMan: Modern Pac-Man Game in JavaScript and p5.js: This browser-based version features a detailed 2D grid, A* path-finding for ghosts, classic sounds, and chase mechanics, offering a nostalgic yet contemporary web gaming experience.

Peggle Master: Using OpenCV and Python, I crafted a program to automate Peggle by capturing screenshots, finding optimal shooting spots, and executing shots to clear levels. The project demonstrates the use of image processing and automation to effectively engage with and master a game environment.

Experience

Vitran Express / Warehouse Worker
May 2022 - August 2022, Surrey, BC

MXS On Site IT Services Inc. / IT Field Worker
January 2018 - December 2022, Vancouver, BC

Education

University of Victoria / Bachelor of Computer Science
September 2016 - December 2023, Victoria, BC

Standout Courses

Data Mining: Extracting valuable information and patterns from large datasets using statistical methods, machine learning, and database systems.

Multimedia Systems: Processing, compressing, and transmitting multimedia data, including images, video, and audio.

Introduction to Artificial Intelligence: Covers techniques like Minimax Trees, Logic & Inference, and Neural Networks for decision-making, reasoning, and learning.

Introduction to Computer Graphics: Explores the core areas of modeling, animation, and rendering, covering transformations, ray tracing, OpenGL, and essential data structures and debugging techniques.

Languages

English / French / Spanish / Serbian / Macedonian