Curriculum vitae

PERSONAL INFORMATION	**Stefan Milanović**

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Sex Male | Date of birth 03/04/1996 | Nationality Serbian

EDUCATION AND TRAINING

21 Sep 2015–Present — **Bachelor with Honours in Electrical Engineering and Computing**

Faculty of Electrical Engineering, University of Belgrade
Bulevar kralja Aleksandra, 11120 Belgrade (Serbia)
http://www.etf.bg.ac.rs/

General information

- GPA 9.78/10
- Department of Software Engineering
- Expected graduation date Q3 2019

Subjects

- **Software related:** Structured Programming (Pascal, C), Object-Oriented Programming (C++, Java, C#), Algorithms and Data Structures, Operating Systems, Bash shell scripting, Software Design (Unified Modelling Language)

- **Hardware related:** Four courses in Computer Architecture and Organisation (includes programming on Intel's *Cyclone III FPGA*), Basics of Electronics

- **General skills:** Mathematics, Physics, Principles of Modern Telecommunication, English language

Sep 2011–Jun 2015 — **High School Degree**

Požarevac Grammar School, Požarevac (Serbia)

- GPA: 5.00/5.00
- Mathematician of the generation

WORK EXPERIENCE

Oct 2016–Present — **Student Demonstrator**

Faculty of Electrical Engineering, Belgrade (Serbia)

- **Position description:** Providing assistance to younger students during their laboratory practices (homework, projects and on-the-spot modifications of their programs). This also includes testing their knowledge and overseeing exams that are done in the laboratory.
- **Covered courses:** Structured Programming (Pascal, C), Object-Oriented Programming (C++, Java), Algorithms and Data Structures, Computer Architecture, Practicum from Basics of Computer

Science (and relevant courses)

PERSONAL SKILLS

Mother tongue(s)   Serbian

Foreign language(s)

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
C2	C2	C2	C2	C2
B1	B1	A2	A2	A2

English — C2, C2, C2, C2, C2
German — B1, B1, A2, A2, A2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Job-related skills

- Experience in programming in both structural and object-oriented programming languages (developing, debugging and understanding other code)
- Good knowledge of algorithms and data structures

Other skills

- Well organised, pedantic and responsible
- Team player: Various small team projects, high school bands for musicals, part of school's basketball and volleyball teams
- Ability to work under pressure: Experience gained from numerous Maths and Computer Science competitions

ADDITIONAL INFORMATION

Projects

- Implementation of a **fully functional, preemptive, multithreaded kernel for the Intel 8086 CPU** with time-sharing on a single core. The kernel supports synchronous and asynchronous context switching, a complete semaphore sub-system for thread synchronisation, event and signal handling. The project was realised using C++ and 8086-compatible assembly language for the course *Operating Systems 1.*
- **Software system for the manipulation of DivX titles.** The console application was written in C++ and developed in such a way to be easily upgraded with more supported subtitle formats, while also providing a wide choice of operations for manipulation and modification of loaded subtitle files. Conversion between different subtitles is also implemented. The project was written for the course *Practicum in Object-Oriented Programming.*
- **Functional bot for Discord.** The bot was written as a self-motivated project for a few small servers in C#. The bot provided various functionalities and was easily expandable.
- **Simple, graphical editor** using Java and Java's *Swing GUI toolkit*. The application allowed creating various shapes and colours, with the ability to select, move, and modify them as the user sees fit. The project was written for the course *Practicum in Object-Oriented Programming.*

Hobbies

- *Gaming* - By far the hobby I've spent the most time on, it's been my passion from a very young age and I still spend hours upon hours exploring new games (both PC and board games)
- *Music* - I've played the guitar since the age of 14, and also enjoy music from a wide range of genres
- *Card Magic* - A relatively newer hobby that has captivated my attention, with particular interest in impromptu sleight-of-hand card magic