MARKO MATIJEVIC

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TECHNICAL SKILLS

- **Languages:** Python, Java, C / C++, HTML/CSS, JavaScript
- **Tools:** Git, PyTorch, Tensorflow, OpenCV, Docker, SQL, AWS, Node.js

EDUCATION

Concordia University, Bachelor of Computer Science **Sept. 2023 — (Est.)Aug. 2025**

- **Relevant Courses:** Machine Learning, AI, Computer Vision, Pattern Recognition, Databases
- **Supporting Courses:** Operating Systems, Data Structures and Algorithms

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Dawson College, International Business Studies **Jan. 2021 — May 2023**

- French Language Learning

CURRENT PROJECTS

Emotion Recognition Tracker **Python**

- **Goal:** Develop a tool to track users' emotional states.
  - Use computer vision OpenCV libraries and machine learning techniques to classify emotions.
  - Real-time tracking of emotional states for personalized feedback and data collection.

X-Ray Classification with Tensorflow **Python**

- **Goal:** Classify X-ray images to accurately predict categories with high precision.
  - Analyze a dataset of around 10,000 X-ray images with 4 features.
  - Achieved 98% accuracy in splitting data into 70-30 training-testing categories.
  - Used multiple convolutional layers and pooling for feature extraction.
  - Visualized results using Matplotlib for clear representation.

User Productivity Tool **Python**

- **Goal:** Develop a tool that collects user computer data to analyze and predict trends.
  - Designed to collect data on currently open user processes.
  - Utilizes machine learning to identify user behavior patterns.
  - Outputs data that can be input into a language model for further suggestions.

'Mines' Gambling Analyzer Tool **Python**

- **Goal:** Analyze and identify patterns in the gambling game 'Mines' for potential manipulation.
  - Automates gameplay to collect data on gambling patterns and results.
  - Uses mouse automation and image recognition to track events.
  - Saves the data to a file for further analysis by a secondary script.
  - Aims to uncover hidden patterns and explore how gambling sites may manipulate users.
  - Attempt to prove that computer random choices are better than human random choices.

Mini-Game Desktop Application **C++**

- **Goal:** Create a desktop application with a variety of mini-games for entertainment.
  - Developed a user-friendly GUI for easy game selection.
  - Explore and implement various OOP principles and develop optimal methods.
