ANJA **MARKOVIC**
SOFTWARE ENGINEERING STUDENT

Contact

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Social
- https://github.com/markovicanja
- https://www.linkedin.com/in/anja-markovic/

Skills

✓ **Programming languages:**
C, C++, Java, Python, Pascal, Assembly, SQL

✓ **Tools:**
Visual Studio, Eclipse, Visual Studio Code, StarUML, NetBeans, Git

Languages

✓ **English - C1 Cambridge Certificate**
Professional working proficiency

✓ **Serbian**
Native proficiency

Additional activities

⚡ **Coordinator of Project „Student Mentor"**

⚡ **Piano player (12 semester Music School)**

⚡ **Fitness, Skiing, Snowboarding**

Education

● **2017 - Present** **School of Electrical Engineering, University of Belgrade, Serbia**
Passed all exams in first four out of eight semesters (GPA 3.9, average grade 9.78/10)

Projects

January 2020 **DOTS AND BOXES**
https://github.com/markovicanja/Dots-And-Boxes
Dots and Boxes game using Minimax algorithm with alpha-beta pruning developed in Java.

Jun 2019 **JAVA VIRTUAL PIANO GAME**
https://github.com/markovicanja/Virtual-Piano-Game
Played using the keyboard and mouse. Exporting in .midi or .txt format.

May 2019 **KERNEL OF AN OPERATING SYSTEM FOR X8086 BASED PROCESSORS**
https://github.com/markovicanja/Kernel-x8086
Implementation of threads, standard counting semaphores, events and signals. Written in C++.

December 2018 - January 2019 **ICY TOWER GAME FOR AN FPGA BOARD**
https://github.com/markovicanja/Icy_Tower
Two players that can move and jump on falling tiles using a PS/2 mouse.

Experience

● **2019 - Present** **Faculty of Electrical Engineering**
Teaching assistant
Helping other students by providing them guidance and advice during laboratory exercises and exams.

Publications

Article
Generating And Solving Of The Maze By Using Kruskal's And Floyd's Algorithm
Markovic, S. Novakovic, J. Markovic, A. | November 2019
Unitech 2019, International scientific conference