Matija Kovačević

Phone: 069/1412666
Email: kovacevmatija@gmail.com
GitHub: github.com/mkovacev
GitLab: gitlab.com/mkovacev

Education

Faculty of Mathematics — University of Belgrade
B.S. in Informatics — 2015–2020

Užice Gymnasium — Užice
High school — 2010–2014

Personal skills

- Willing to work in groups
- Capable of being a leader and support to his team
- Eager to learn new things and further develop existing knowledge
- Good in problem-solving tasks
- Communicative
- Flexible
- Fluent in English, have basic knowledge of Italian and French

Professional skills

- Languages and IDEs:
  - C (VS Code)
  - C++ (QT Creator)
  - Java (IntelliJ Idea, Eclipse)
  - Python (PyCharm)
  - Haskell
  - SQL (IBM Data Studio), IBM SPSS Modeler
  - R (R Studio), Matlab
  - HTML, CSS, JavaScript, Angular, Node.js
- Git version control
- Windows and Linux operating systems, Office suite

Projects

- **Post.ar** (June 2020)
  Web programming course project. Client and server based web application - mail service.
  Technologies used: Angular 9, RxJS, Angular Material on client and Node.js, postgres with TypeORM on server.

- **Hangman** (January 2020)
  Levi9 JavaScript course project. Simple web based hangman game where the goal is to guess the word. Results are stored on server.
  Technologies used: JavaScript on client, Node.js and MongoDB for server and React for displaying results.

- **Data science course project** (August 2019)
  Used different clustering methods on given database and compared the results.
  Technologies used: IBM SPSS Data Modeler, Python with Pandas, Nympy, scikit-learn, Matplotlib libraries.

- **Weather forecast** (January 2019)
  Artificial intelligence course group project. Calculating weather forecast using neural network.
  Technologies used: Python with Numpy and Keras libraries.

- **Battle City Lite** (December 2018)
  Software development course group project. Simple 2D game, based on Battle City game for NES. Goal is to defeat all opponents.
  Technologies used: C++ with OpenGL library.

- **Sharkhead clone** (August 2018)
  Computer graphic course project. Simple 3D game. Goal is to hit rising platforms with a fully animated hammer controlled by mouse.
  Technologies used: C with OpenGL library.