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<https://github.com/nikolina2k>

NIKOLINA DRAGICEVIC

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EMPLOYMENT

Software Engineer, Intern	Innopolis University	June 2022 – August 2022
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- Developed an [App for a touch screen kiosk terminal](#) that displays a list of FAQ manuals, shows the content of these files, and allows submitting support requests and feedback to the IT department via e-mail.
- Optimized the UI by using styled components for better user experience, yielding a 9% increase in applications submitted in 3 months.
- Leveraged knowledge in Web Development, JavaScript, React, HTML/CSS, Git.

Software Engineer, Intern	Innopolis University	June 2021 – August 2021
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- Developed a cognitive behavioral therapy (CBT) mobile application to help people with psychological problems.
- Used Flutter framework to develop the app and Firebase for authorization module.
- Leveraged knowledge in App Development, Flutter, Dart, Android Studio, Firebase.

EDUCATION

Innopolis, RF	Innopolis University	September 2019 – May 2024
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- B.S.E. in Computer Science with Minor in Software Development.
- Full scholarship awarded with monthly allowance.
- Relevant Coursework: Operating Systems, Databases, Networks, Data Structures and Algorithms, Computer Architecture, Theoretical C.S, Calculus III, Discrete Math, Introduction to Artificial Intelligence.

TECHNICAL EXPERIENCE

Projects

Lottery – A prototype for a lottery tickets purchasing app (<https://github.com/nikolina2k/Lottery>)

- Developed a mobile-first web app that displays available lottery tickets and allows to buy them.
- Applied the single responsibility principle while keeping a single source of truth for the data.
- **Utilized:** JavaScript, React, Bootstrap, HTML/CSS.

The Pixel Crown – An Android Game (<https://play.google.com/store/apps/details?id=com.Nepho.PixelCrown>)

- Designed a [user flow diagram](#) for a mobile game that shows its full navigation system as well as its functionality. Designed the [whole UI for the game, the original characters and items in Pixel-art style](#).
- **Utilized:** UX/UI design, Character Design, Digital Art, Figma.

ADDITIONAL EXPERIENCE AND AWARDS

- Worked as a **SM Researcher** for EORA since May 2022. Promoted to **SM Manager** in July.
- Took a part in **Tutorship Program 2022** at Innopolis University, assisting and guiding Freshmen.
- Completed the [Introduction to Front-End Development](#) and [Programming with JavaScript](#) courses by Meta.
- Completed the [Foundations of UX Design](#), [UX Design Process: Empathize, Define, and Ideate](#) and [Wireframes and Low-Fidelity Prototypes](#) courses by Google.

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- **Skills:** (*proficient*): HTML/CSS, JavaScript, React, Git, Bootstrap, UI/UX design. (*familiar*): Python, [SQL](#), [Java](#), [C](#)