

# Branislav Bosančić

# Web Developer

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#### **₩** Objective

My goal is to become a part of the collaborative and creative development team and use my skills to build software with a focus on great experience, performance, efficiency. Μv main focus implementing creative solutions with React. I think I can meet all those objectives at HTEC, and I'm forward looking working to together.

#### Skills

JavaScript | React | Node.js | JSON
AJAX | REST APIs | PostgreSQL | Git
HTML5 | CSS3

# Courses

The Complete Web Developer in 2021 Zero to Mastery,

*Zero to Mastery Academy* 2021

#### Education

University of Belgrade Faculty of
Orthodox Theology, Graduated Theologian
2011 - 2019 | Belgrade, Serbia

High School of Theology, Theologian
2006 - 2011 | Kragujevac, Serbia

# Project Experience

SmartBrain, Facial Recognition app
https://github.com/psyllusionist/smartbrain ☑

- Used React for front-end and Node.js for backend
- Improved functionality of the app by adding an option to recognize multiple faces.
- Added another layer of security on the frontend, so it does not communicate with the server unless all the requirements are fulfilled.
- Used Knex.js to handle server data.
- Stored passwords securely using encryption.

MovieBuddy, App for finding and saving movies https://github.com/psyllusionist/moviebuddy

- Used React on the front-end and Node.js with Express.js at the back-end.
- Added pagination that communicates with API, so every page is requested separately.
- Made watchlist component that communicates to the database created in PostgreSQL.

#### Candy Police, 2D Game

https://github.com/psyllusionist/candypolice ☑

- Used HTML Canvas for animations.
- Game Mechanics are made with Vanilla Javascript.
- Connected to the back-end using Node.js so it can keep track of the top ten scores.

# Professional Experience

Social Media Manager, TrioSol Travel 2016 - 2020 | Belgrade, Serbia