



Branislav Bosančić

Web Developer

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🖱 <https://bosancic.netlify.app/> 🔄 <https://github.com/psyllusionist>

🏆 Objective

My goal is to become a part of the collaborative and creative web development team and use my skills to build software with a focus on great user experience, performance, and efficiency. My main focus is on implementing creative front-end solutions with React.

💡 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 back-end
- Improved functionality of the app by adding an option to recognize multiple faces.
- Added another layer of security on the front-end, 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