

# Angela Kravcevic

Software Developer

sheogora.com

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## Skills

**Languages:** English(native speaker), Russian(native speaker)

**Programming Languages:** Java, C, C++, C#, Python

**Web Development Languages:** CSS, HTML, JavaScript

**Web Frameworks:** Node.js, AngularJS, SAPUI5, GWT, .NET

**Operating Systems:** Linux (Ubuntu, Mint), Windows, Android

**IDE:** Eclipse, Visual Studio, Dev-C++, NetBeans

**Database Development:** MongoDB, Oracle, MySQL

**Graphics Engines and Applications:** OpenGL, Ogre3d, ViconBlade, autodesk 3ds max, Blender

**Version control:** GitHub, Gerrit, Git, Subversion, SVN

**Other:** L<sup>A</sup>T<sub>E</sub>X, Photoshop CS6, Jira, SonarJ

## Education

- **Trinity College Dublin** Co. Dublin, Ireland  
*Masters in Computer Science* 2013-2014
  - Relevant courses: Graphics and Console Hardware, Real-Time Animation, Real-Time Rendering, Artificial Intelligence.
  - My Masters research project focused on motion synthesis and animation.
- **Trinity College Dublin** Co. Dublin, Ireland  
*B.A. in Computer Science* 2009-2013
  - Graduated with **1<sup>st</sup> Class Honors** and achieved a 1<sup>st</sup> in three out of four years of my degree.
  - Relevant courses: telecommunications, database design, assembly language, software engineering, computer graphics, distributed systems, data structures & algorithms, functional programming, computer architecture, computer vision, mobile communication as well as multiple individual and group projects.
- **Presentation Secondary School Milltown** Co. Kerry, Ireland  
*Leaving Certificate* 2005-2009
  - CAO Points - 495.

## Work Experience

- **SAP** Dublin, Ireland  
*UXD UXaaS- Software Developer* *September 2014 - May 2017*
  - I originally started working on xRay, a plugin for Fiory applications that improves user experience and provides application learning. Developed using SAPUI5 development toolkit running with Jenkins and Gerrit.
  - For the last 2 years I was working on SAP BUILD, which is an application that provides a comprehensive set of tools that allows a user to learn, design, test and publish an application using either low fidelity prototypes or fully designed web application using UI5. The application is coded using Angular and MongoDB.
- **MasterCard** Dublin, Ireland  
*inControl - Software Engineer Intern* *January 2013 - August 2013*
  - Developing high quality code for a new project from scratch using Google Web Toolkit, Java, XML formatted database calls, Sonar and Subversion.
  - I was part of a 7 people project team following the ADAPT Agile process, planning the design for the UI of the project.
- **GV2 at School of Computer Science and Statistics** Dublin, Ireland  
*Research and Developer Internship* *June 2012 - November 2012*
  - Working on Occlusion Culling in the Metropolis project using C++ and Ogre3d.
  - I was also working with Vicon Blade 3, fixing motion captures.
- **Symantec** Dublin, Ireland  
*Software Engineer Internship* *June 2011 - August 2011*
  - Working in the SES Department on an internal employee support website system.
  - I was working with ASP .NET in Visual Basic, C#, Java as well as Django and Python.

## Individual Projects

- **Personal Resume Website**
  - I created sheogora.com for the purpose of displaying my art work, projects and body paintings, as well as to practice hosting and setting up a website from scratch.
  - The website was developed using Node.js, AngularJS, Express, Sass, Bower and hosted using Heroku.
- **Motion Synthesis Using Relative Joint Distances**
  - I was involved in research and development of a system to generate new motion capture files from a set of basic ones. The main principle involved evaluation of existing motion capture files based on their similarity to each other and constructing a motion graph which recorded available transition points that are used to blend between two motions.
  - Coded in C++ and OpenGL
- **Other**
  - Developed a BDI decision making architecture with Machine Learning that uses N-Armed Bandit Problem as its basis idea for a default Hunter bot in Unreal Tournament 2004 in Java.
  - Developing an encrypted game of Tic Tac Toe over a network in Python.
  - Wrote a tutorial on M2Crypto for Python X509 certificates and RSA encryption