Luka Jeremić

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github.com/theShus LinkedIn

Education and Certifications

RAF - School of Computing (RAF), University UNION.

Bachelor of Computer Science

Masters of Computer Science Oct. 2023 – Ongoing

English: C1 Advanced (CAE)

Experience

Banca Intesa Beograd, DevOps Developer

Apr.2024 – Ongoing

Oct. 2019 - Oct. 2023

- Tech stack: C# .NET | Angular | MySQL | Microsoft Azure Pipelines | Bash Scripts
- Enhanced the existing automatic Azure pipeline deployment system to support additional components during deployment, including RDLs, SQL database scripts, automated email notifications and Api/App deployment. Additionally, developed a web application for scheduling and organizing tasks for the entire department, replacing the outdated existing system.

Freelance

- Assisted in web application development on platforms like Fiverr.
- Supported students with academic and personal projects, offering guidance in software development and problem-solving.

Projects

Financial web application

- Tech stack: Java | Spring | JUnit, Mockito, Cucumber | MySQL | Angular | RabbitMQ | Docker | Kubernetes
- Managed a team of 20 people across three sub-teams with their team leaders reporting to me, for the development of a group banking web application simulates banking and stock trading, adeptly deployed on Kubernetes.
- Orchestrated the development of interconnected sub-modules and concurrent modules which are designed to emulate stock and futures markets.

Docker Swarm and Kubernetes comparison

- Tech stack: Java | Spring | Docker | Docker Swarm | Kubernetes | Prometheus
- Conducted a comprehensive comparison of Docker Swarm and Kubernetes systems for a master's project. Deployed a small test application on both orchestration platforms, using Linode and Civo as deployment environments.
- Utilized Prometheus and Grafana for performance monitoring, with a metrics server on Kubernetes for a more detailed analysis.
- Implemented auto-scaling on Kubernetes using the Horizontal Pod Autoscaler (HPA) based on data gathered from monitoring. For Docker Swarm, developed a Python auto-scaling script integrated with Alertmanager.

Cuttle web game

- Tech stack: Java | Spring | WebSocket, SockJs, StompJs
- Developed a multi-player web application designed for up to four participants. Utilizing coordinate tracking and DOM tree filtering to build an iteractive UI. The application operates in real-time, with gameplay and visual updates facilitated through a multi-socket system, ensuring continuous data synchronization across multiple players and is backed by a central server.

Technologies

- Languages: Java, C#, Kotlin, JavaScript, Typescript, HTML5, CSS3, Python, SQL
- Frameworks and technologies: Spring, Git, Docker, Kubernetes, Jetpack Compose, MongoDB, MySQL, MariaDB, Angular, Vue, Node, Figma