



# Nikola Veselinović

Undergraduate Student

## 👤 Profile

I am a student of Computer Science and Information Technologies. While I have no prior work experience, I am eager to learn and work with a team. I am interested in many different branches of the IT sector, however things that are most interesting to me are developing applications connected to a server and making games.

## 🎓 Education

University of Belgrade, Mathematics faculty  
Information Technologies Major  
10.2015. – Now

## 📖 Courses

The Complete Web Developer in 2021: Zero to Mastery  
10.2021. / 12.2021.

## 💡 Skills

### Programing languages

C, C++, C#, Java, Python, JavaScript, TypeScript, Prolog, Scala, Haskell, R, PHP

### Frontend

React JS, Angular, HTML, CSS

### Backend and Databases

SQL, NodeJS, MySQL, MongoDB, DB2, PostgreSQL

### Game Development

Unity, GoDot

## ★ Projects

### Dungeon Master Helper App | 09.2022. – Now

A React application with a GUI and a json data local database. It's a PC helper webapp for the TTRPG game Dungeons and Dragons. It's a personal solo project.  
<https://github.com/wesely1996/DMH>

### Spellscribe – Academy | 09.2022. – Now

A 2D game created in the Unity game engine for the purpose of increasing typing speed while having fun.  
<https://github.com/wesely1996/Spellscribe-Academy>

## Details:

Belgrade, Serbia  
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## Date of birth

22.12.1996.

## Driving license

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## Links

### GitHub

<https://github.com/wesely1996>

### GitLab

<https://gitlab.com/wesely1996>

### Portfolio

<https://github.com/wesely1996/PersonalPage>

## Languages

English  
Russian

## Hobbies

Reading novels, Playing and making Games, Basketball

### Mapping Netflix Movie Data | 05.2021. – 06.2021.

This application uses Neural Networks and Topological Mapping technologies to recommend Netflix movies to users based on the ratings of movies they and others watched. The project was done by a two-man team in Python.

<https://github.com/wesely1996/mapper> algoritam sa Netflix podatcima

### Picture Blur | 12.2020. – 12.2020.

Hardware implementation of an image blurring chip.

[https://github.com/wesely1996/mi15200\\_ml13090\\_PictureBlur](https://github.com/wesely1996/mi15200_ml13090_PictureBlur)

### Chicken Invaders (Copy game) | 10.2020. – 01.2021.

This project was done in a team of 5 members where each person was delegated tasks in online meetings held every other day, with myself taking the lead role in the project. The project was done in Qt using the C++ language.

<https://gitlab.com/matf-bg-ac-rs/course-rs/projects-2020-2021/13-chicken-invaders>

### The Hunter | 11.2019. – 01.2020.

A game created in the C programming language. The player uses the keyboard to eliminate all enemies in a region of the screen.

<https://github.com/MATF-RG19/RG80-the-hunter>