



# NIKOLA VESELINović

## STUDENT

### PROFILE

I am an enthusiastic student of Computer Science and Information Technologies. While I have no prior work experience, I am eager to learn and I always give my best in whatever I do. I am very interested in making games and the application of AI in everyday apps. I can be stubborn at time when I think I know better, but even despite that I have had no problems working in teams and even leading them more often, than not.

### CONTACT

PHONE:  
+381 64 6600821

GIT:  
<https://github.com/wesely1996>  
<https://gitlab.com/wesely1996>

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

EMAIL:  
[veselinovicsn@gmail.com](mailto:veselinovicsn@gmail.com)

### HOBBIES

Reading  
Playing and making games  
Playing basketball  
Swimming  
Hanging out with friends

### EDUCATION

**University of Belgrade, Mathematics faculty**  
2015 – Now

### PROJECTS

**Dungeon Master Helper App** / 09.2021 – 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>

**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\\_nad\\_Netflix\\_podatcima](https://github.com/wesely1996/mapper_algoritam_nad_Netflix_podatcima)

**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>

### SKILLS

#### Languages

- English (Advanced level)
- Russian (Beginner level)

#### Programing languages and technologies

- C, C++, C#, java, Python, HTML, CSS, JavaScript, PHP, R, MatLab, React, NodeJS

#### Game Development

- Unity
- Unreal Engine 4

#### Photoshop

- Photoshop
- Gimp