



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, Prolog, Scala, Haskell, R, PHP

Frontend

React JS, 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:

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veselinovicsn@gmail.com

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

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>