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|  |  | 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  Making games  Swimming  Hanging out with friends |  | EDUCATIONUniversity of Belgrade, Mathematics faculty 2015 – Now Projects **Dungeon Master Helper App** / 09.2021 – Now  A Qt application written in C++ with a GUI and a json data local database. It’s a PC helper app for the TTRPG game Dungeons and Dragons. It’s a personal solo project.  [**https://github.com/wesely1996/DMH**](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.  [**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**](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 |