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| **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.  EducationUniversity of Belgrade, Mathematics faculty Information Technologies Major  10.2015. – Now  CoursesThe Complete Web Developer in 2021: Zero to Mastery 10.2021. / 12.2021.  SkillsPrograming 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>  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> |  | Details: Belgrade, Serbia  +381 64 6600821  [veselinovicsn@gmail.com](mailto:veselinovicsn@gmail.com) Date of birth 22.12.1996. Driving license B 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 |