Daniel Njari

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GitHub Profile | Personal Page | LinkedIn Profile

Core Skills

- Java (Spring)
- C# (Unity)
- C
- Version Control Systems (git, SVN)
- JavaScript (Node.js)
- Python
- HTML/CSS

Additional Skills

- Familiar with Agile methodologies
- SQL and NoSQL DBMS (MySQL, MongoDB)

Projects

Online Food Ordering

Web application for managing restaurants, their menus, orders, deliveries and their status, its users, purchase histories and more.
Utilized: Java 8, Servlets, REST, JavaScript, jQuery, HTML/CSS

Procedural Planet Generation

Generating and transforming a cube with over a million vertices into a sphere based on a seed value. The calculations are sent to the graphics card which speeds up the process by several orders of magnitude.
Utilized: C# (Unity), HLSL (High-Level Shader Language)

Number Tracking

Identifying and tracking digits passing through lines in a video and summing them up. Achieved significant performance speed increase (~7-8 times) by iterating through frames individually instead of analyzing the video in real time.
Utilized: Python, OpenCV and Keras libraries

Source code and demo of these projects can be found at: x1EC7.github.io

Education

Faculty of Technical Sciences, University of Novi Sad (07/2014 - Ongoing)
 Computing and Control Engineering