Miloš Zivlak

Software Engineer

Currently

I am a self-employed web and mobile developer with a strong passion for working on embedded systems. In addition to my professional expertise, I actively dedicate my free time to building development tools enhance the software development workflow.

Languages

C/C++ - Embedded Software, Drivers, Tools, Qt Framework
TypeScript/JavaScript - ReactJS, SolidJS, React Native, Node.js, Frameworks and tools development
Lua Script - Integration in C projects, NeoVim plugin development
Python - Data analysis and data visualisation
Java - Desktop and web development
PHP - Web development, Laravel Framework
Delphi - Desktop and business application development
asm - Understanding of x86 assembly

Data Access

SQLite - Mobile and desktop applications
PostgreSQL - Web applications
MongoDB - Web applications
Supabase - Backedn as Service

DevOps Tools

Docker - Docker containers for development and production
Vim/NeoVim - IDE/Code Editor, Plugin development
git - Version control, GitHub, GitLab
svn - Version control
Matins - Bug tracking

Microcontrollers

Atmel AVR - 8bit CPU
Microchip PIC - 8bit CPU
ESP32 - 32bit CPU
STM32 - 32bit ARM based CPU

Employment

Software Engineer, Self Employed   2018-present
Freelance work mostly on web and mobile applications.
Technologies:
  JavaScript/TypeScript
  Node.js
  React and React Native
  SolidJS

Embedded Software Engineer, Fiscal Solutions   2017-2018
Development of drivers for fiscal devices in ANSI C.
Maintain core system for fiscal service.
Design and develop framework for Lua integration for easier driver development.
Implement core functionality for HTTP requests.

Education

Novi Sad School of Business   2018-present
BSc Applied in Economics

ETŠ Mihajlo Pupin   2013-2017
High School degree in Mechatronics

Projects

Intepreter for Monkey programming language   2023-present
Intepreter for Monkey programming language written in TypeScript.
Currently under development.

SonataJS   2023-present
SonataJS is framework for web applications development.
Currently under development.
Contains for part:
  UI - MaterialUI
  Frontend - SolidJS
  Backend - Supabase
  Code Generator - Generate code for UI and business logic based on project requirements

Glyco CH   2022-2022
Mobile application for calculating CarbonHydrate and Insulin units.

Drink Inventory   2021-2021

Desktop application for drink inventory management and calculation.
Integration with digital scale and barcode scanner.

Heating Controller

Controller for central heating system.
The primary focus of the project was to provide efficient control for the heating system.
System based on AVR 8-bit microcontroller.