

Aleksandar Jovanović



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PROFILE

- Master of Electrical Engineering and Computer Science
- Master of Industrial Engineering and Innovation Management
- Professional working experience in software and product development for more than nine years
- Average grade at master studies 9.9 of 10.0 during the 1-year study
- Experience with managing commercial products using agile methodologies (automotive, robotics, image processing, and video games) from 2013.

EXPERIENCE

- Research and development department in virtual reality and AI solutions
- Enterprise application software development for B2B users
- Kanban and Scrum framework (agile product development)
- Work on different projects with international companies like Panasonic, Vodafone, Microsoft, BannerConnect, Teleena, Honda, Hyundai, FIAT Chrysler, etc.
- International experience in Germany, the Czech Republic, Sweden, Italy, and the Netherlands
- The jury in the EESTEC Android Competition 2014/15 and 2015/16

EDUCATION

Faculty of Electronic Engineering, University of Niš, Serbia

2009 - 2013 Bachelor's degree in electrical engineering and computer science

2013 - 2014 Master's degree in computer science at the department for the security of computer systems

Faculty of Technical Sciences, University of Novi Sad, Serbia

2016 - 2017 Master's degree in industrial engineering and innovation management

SKILLS

- Programming Languages/ Technologies:

- C/C++ (advanced level)
- C# and .NET (advance level)
- JavaScript (intermediate level)
- Python (prototyping level)
- Development Tools
 - Visual Studio and Eclipse for software development
 - JIRA and Redmine for change management
 - IMS, Git (Gerrit), and TFS (Visual Studio) for configuration management
 - TeamCity and Jenkins for continuous integration
 - Other: Unity and Unreal Game Engine
- Languages: Serbian and English

PROJECTS

Faculty of Electronic Engineering, University of Niš, Serbia

- ElfakNavigator, Indoor Navigation App for Android smartphones and tablets technologies: Java, OSMDroid, OpenStreetMap, Wi-Fi Fingerprinting, and Dead reckoning navigation system.
year 2014
- Niš Quiz, mobile multi-platform 2D game, the trivia/e-learning game with DRM protection (developed for National Museum in Niš)
technologies: C#, Unity Game Engine, obfuscation, and data encryption
year 2014

Commercial projects

- Jigsaw Puzzle game series (Wizards time), mobile multi-platform 2D game technologies: C#, Unity Game Engine, monetization
year 2014/15, working as the software engineer
- Internal Supply marketplace web app (Levi9 client), a mobile web app for advertisement analysis
technologies: C#, JavaScript, jQuery, Web API, AngularJS, HTML5/CSS3
year 2015, working as the software engineer
- Web management portal and web services for online charging system and customer relationship management (Levi9 client)
technologies: C#, JavaScript, ASP .NET Core, NServiceBus, AngularJS, WCF, HTML5/CSS3
year 2015/2016, working as the software engineer
- Image acquisition and quality control desktop application for 3D-scanner Technologies and DSLR camera communication: C# and WPF
year 2017/2018, working as the software engineer
- Cloud platform for 2D to 3D conversion based on machine learning and image processing, distributed and high-performance computing
technologies: C#/C++, and Python (features extraction, point cloud/SfM)
year 2017/2018, working as a product designer and software engineer
- VoRtex Software Service For Education ([Virtual Reality Metaverse project](#))
technologies: Unity Game Engine, IBM Watson, C#, C++, and Python
year 2018/2019, working as the project architect
- Remote and passive entry for smart key fob (automotive product)
technologies: C (embedded programming), wireless data communication
year 2018-2021, working as a software engineer
- Remote Human startup, programmable robot (remote-human.com)

- technologies: ROS, C and Python, and virtual reality
year 2019-now, working as the lead project manager
- Syrmia, autonomous driving car
technologies: C/C++, Python, and C#, machine learning and video
processing algorithms
year 2021-now, working as the automotive software engineer

CERTIFICATIONS, HONORS, AND AWARDS

University of Niš

- Dream IT, Code IT!
July 2012
- Leadership Challenge in Project Execution
October 2013
- Best master student for generation 2013/14 at the Department of Computer Science

Others

- Siemens Graduate Program Assessment Center Workshop, Siemens
December 2013
- Lmb Academy, German course A1
March 2014 - June 2014
- EESTEC Android Competition, Certificate of appreciation
April 2016
- Creative Business Cup Serbia 2016, multiple prize winner
July 2016

PROFESSIONAL WORKING EXPERIENCE

- Freelance software developer September 2013. – October 2014.
- Wizards Time (Niš) September 2014. - February 2015.
Working as an application and mobile game developer (Unity Game Engine, C#, Java, Objective-C, and JavaScript)
- Levi9 IT Services (Novi Sad) March 2015. – February 2017.
Working as a .NET software developer (C#, MVC .NET framework, AngularJS, TeamCity, and Scrum framework) for clients from Netherland
- DOOB (Novi Sad) February 2017. - May 2018.
Working as a software developer and project responsible for image processing projects (C/C++, Python, and C#)
- Continental Automotive (Novi Sad) May 2018. – March 2021.
Working as an automotive software developer (remote control of car doors and keyfobs using RKE and PASE, Telematics and Connectivity Antenna Module using C and C++)
- Remote Human (International) May 2019. - now
Working as a project lead in robotics and artificial intelligence projects (computer vision and intelligent cameras)
- Syrmia, March 2021. - now
Working as feature programmer for level 3 autonomous car