

Vladimir Vuksanović

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Education

Faculty of Mathematics, University of Belgrade Master studies, Informatics	Belgrade, Serbia 2021–present
Faculty of Mathematics, University of Belgrade Undergraduate studies, Informatics, GPA: 9.88/10.00	Belgrade, Serbia 2017–2021
Užička gimnazija Natural Sciences and Mathematics	Užice, Serbia 2013–2017

Skills

- **Languages:** Fluent in Serbian and English
- **Programming:** C/C++, Java, Python, JavaScript
- **Web:** HTML, CSS, Node.js, React, Angular
- **Machine Learning:** TensorFlow, Keras
- **Tools/Technologies:** Git, Docker, SQL, L^AT_EX

Interests

- Systems Programming, Compilers
- Computer Graphics, Game Development
- Hardware: Arduino, Raspberry Pi, ESP32

Projects

Dagger (contributor) Modern game engine and game made for educational purposes C++ OpenGL GLFW EnTT ImGui ASIO Meson	2021
Circa2020 Tool for designing and simulating logic circuits C++ Qt CMake Catch2	2020
Automatic Translation Language translation using a sequence-to-sequence LSTM neural network Machine Learning Python TensorFlow Jupyter-Notebook	2021
Marker Forum designed for college students to help each other in solving problems and learning JavaScript Node.js React MySQL Redis HTML CSS	2019
MultiFrame Cross-platform obstacle avoidance game where you control multiple entities at the same time Game Java libGDX Android Desktop	2018
Portal Rudimentary clone of Valve's Portal game created from scratch Game C OpenGL freeGLUT Makefile	2018
Arduino Projects A collection of Arduino tutorials that demonstrate the usage of various sensors and components Hardware Arduino Python	2019

For a more detailed list of projects visit <https://vladimirv99.github.io/>