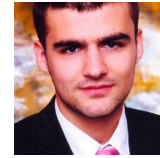


# BOJAN NESTOROVIĆ



## PERSONAL DATA

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BIRTHDATE: 10/04/1991  
PLACE OF BIRTH: SKOPJE, FYROM  
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LINKEDIN PROFILE: [BOJANNESTOROVIC](#)

## OBJECTIVE & ABOUT ME

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TO OBTAIN SOFTWARE ENGINEER/DEVELOPER POSITION IN COMPANY WHERE I CAN UTILIZE SKILLS I LEARNED IN SCHOOL AND ALSO TO IMPROVE MYSELF, LEARN NEW THINGS AND MEET NEW PEOPLE. I AM VERY MOTIVATED, EAGER TO LEARN AND A GOOD TEAM PLAYER.

## EDUCATION

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2014 - 2017(expected) **Master's Degree**, COMPUTER SCIENCE,  
FACULTY OF MATHEMATICS, UNIVERSITY OF BELGRADE, BELGRADE  
2010 - 2014 **Bachelor of Science**, COMPUTER SCIENCE,  
FACULTY OF MATHEMATICS, UNIVERSITY OF BELGRADE, BELGRADE  
**Related Courses:** SOFTWARE DEVELOPMENT, OBJECT-ORIENTED PROGRAMMING,  
ALGORITHM DESIGN AND ANALYSIS, RELATIONAL DATABASE,  
DATABASE PROGRAMMING, COMPUTER GRAPHICS,  
MATHEMATICAL ANALYSIS, PROBABILISTIC AND STATISTICS AND SO ON.  
2006 - 2010 **IT Technician**, HIGH SCHOOL "TEHNIČKA ŠKOLA", TRSTENIK

## PROJECTS

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- 2012 **Content Management System for personal blog**, WRITTEN IN PHP/MYSQL/AJAX,  
AS PART OF PROJECT FOR COURSE WEB AND INTERNET TECHNOLOGIES. TASK WAS TO MAKE  
PERSONAL WEBSITE, BUT AS I STARTED WORKING ON IT, I ADDED MORE AND MORE FEATURES,  
AND END PRODUCT WAS PERSONAL BLOG WITH CMS.
- 2014 **Mankala, online game for two players**, WRITTEN IN C++ QT FRAMEWORK,  
AS PART OF PROJECT FOR COURSE SOFTWARE DEVELOPMENT. FIRST, MY ROLE WAS TO IMPLEMENT  
NETWORK RELATED PART OF CLIENT AND SERVER AND ALSO COMMUNICATION BETWEEN THEM.  
BUT AT LATER STAGES OF DEVELOPMENT WHEN DEADLINE WAS CLOSE, I HAD TO IMPLEMENT  
AS WELL SOME OF LOGISTICS OF THE GAME.
- 2015 **Guess the word, online multiplayer game - Faculty of Mathematics**  
GUESS THE WORD IS AN ONLINE MULTIPLAYER GAME OF DRAWING AND GUESSING.  
ONE PERSON DRAWS A RANDOMLY SELECTED WORD AND THE REST TRY TO GUESS IT.  
THIS GAME WAS A TEAM PROJECT ON MASTER STUDIES, WRITTEN IN ASP .NET FRAMEWORK.
- 2015 **Epigraphy - site for searching and managing information about archaeological sites**  
- Faculty of Mathematics  
PROJECT EPIGRAPHY WAS DEVELOPED IN COOPERATION WITH DEPARTMENT OF HISTORY,  
FACULTY OF PHILOSOPHY. WE IMPLEMENTED MANAGEMENT OF INFORMATION ABOUT  
ARCHAEOLOGICAL SITES IN THE REGION. EPIGRAPHY DEALS WITH WRITTEN DOCUMENTS  
ON HARD MATERIALS (STONES, TERRACOTTA, GLASS, BONE, METAL, MOSAIC).  
THIS WAS A TEAM PROJECT ON MASTER STUDIES, WRITTEN IN PHP, JAVASCRIPT, ANGULARJS AND MYSQL.

## COMPUTER SKILLS

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### **Programming Skills:**

MOST EXPERIENCED: C#, C, C++

BASIC KNOWLEDGE: PHP, JAVA, PYTHON, JAVASCRIPT

### **Other Skills:**

WORKED IN VARIOUS IDE'S AND OS'S. ALSO WORKED WITH VARIOUS LIBRARIES AND FRAMEWORKS (QT, OPENGL, JQUERY, YII ETC.)

OBJECT ORIENTED PROGRAMMING, ALGORITHMS, C SYSTEM PROGRAMMING, SOLID PROBLEM-SOLVING SKILLS (AND IMPROVING).

## OTHER SKILLS, INTERESTS & ACTIVITIES

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### **Languages:**

SERBIAN(MOTHER TONGUE), ENGLISH(FLUENT)

### **Computer related:**

TECHNOLOGY, PROGRAMMING, WEB, OPEN SOURCE

### **Other:**

RIDING BYCICLE, RUNNING, TRAVELLING