

Mina Krivokuća

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EDUCATION

- **Faculty of Mathematics, University of Belgrade** Belgrade, Serbia
Undergraduate student - Informatics October 2016 -
- **13th Belgrade grammar school** Belgrade, Serbia
Social sciences September 2012 - July 2016

SKILLS SUMMARY

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|--------------------------------|---------------------------------|--------------------|-----------------|
| • Programming languages | Python, C++, JAVA, C, SQL | • OS | Linux, Windows |
| • Text editing | Latex, Markdown, Jupyter, Regex | • Languages | English, German |

EXPERIENCE

- **Unstack Software LLC** Remote
Technical writer (Freelance) August 2019 - August 2020
 - **Writing articles.** Various computer science topics and tutorials.

PROJECTS

- **Arrhythmia Detection** Faculty of mathematics, University of Belgrade
Team project May 2023 - June 2023
 - **Classification method** that aims to detect arrhythmia using a combination of neural networks and topological data analysis on ECG data.
 - **Language:** Python
 - **Libraries:** scipy, numpy, bwr, wfdb, gudhi, scikit-learn
- **AvroBot** April 2022
Solo project
 - **Telegram bot** that notifies when the site changes.
 - **Language:** Python
 - **Libraries:** psycpg2, python-telegram-bot
- **LytPlay** Faculty of mathematics, University of Belgrade
Team project April 2021 - May 2021
 - **Music player** that plays music from youtube. Supports title and link input.
 - **Language:** Lua
 - **Framework:** LOVE
 - **Libraries:** lpeg, nuklear
- **Projective Distortion Removal Tool** Faculty of mathematics, University of Belgrade
Solo project October 2020
 - **Tool** that changes perspective of .bmp pictures.
 - **Language:** Python
 - **Libraries:** tkinter, matplotlib, numpy, opencv, pillow, termcolor
- **Knock It Down** Faculty of mathematics, University of Belgrade
Solo Project May 2020 - August 2020
 - **Game**, Simple finite runner.
 - **Language:** C++
 - **Libraries:** OpenGL, glut
 - **Tools:** CMake
- **Iterated Prisoner's Dilemma Simulation** Faculty of mathematics, University of Belgrade
Team project October 2019 - January 2020
 - **Simulation** of a game theory concept, prisoner's dilemma.
 - **Language:** C++
 - **Libraries:** Qt, qCustomPlot, Catch2
- **Trail** Serbian Games Association, GameDev workshop
Team project September 2018 - February 2019
 - **Point and click adventure game.** Made in Adventure Game Studio

PAPERS

- **Hopcroft's DFA minimization algorithm.** Presented basic and intermediate concepts of formal languages and automata theory, as well as famous algorithm for deterministic finite automaton minimization. (September 2020)
- **Tabu search.** Presented basic concepts of tabu search, a metaheuristic search method employing local search methods used for mathematical optimization. (April 2020)

VOLUNTEER EXPERIENCE

- **Fundraising manager at Omikron Student Clubs** Belgrade, Serbia
Successfully communicated with companies to secure financial collaborations and sponsorships 2018