

Marko Sreckovic

Software engineer

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Programming languages

Java



JavaFX, Android studio

Python



Numpy, Pandas, Keras, Django

Projects

2018

Loan manager

Android app that manages loans and borrows, it works with different currencies and provides statistics. On deadline app shows notification reminder. *(Still in process)*

2017

Snake game AI

Snake game in which computer learns to play until it beats the game (snake populates whole screen). AI is based on neural networks (which I implemented) that is optimized with genetic algorithm.

2017

Generic document manager (with logic circuit editor)

Team model based project using Agile software development approach. Our team had 3 members and my job was to model data organization and serialization and developing front end for document show.

Education

Computer science

2016

Faculty of computing, University Union

Gaining mathematical foundation and good knowledge about concepts, design patterns, algorithms and data structures, hardware etc.

Science department

2012 - 2016

Pozarevac grammar school

Gained good knowledge about natural sciences.

Skills

- Speaking English (advanced written and intermediate spoken)
- Speaking Serbian (native language)
- Driver's licence (B2)

Interests

Competitive programming

Competing since high school. The satisfaction of solving a hard problem in most efficient way never gets boring.

Music

Playing piano and guitar, self-taught. Love for producing relaxing music and improvising.

Speedcubing

Competitive solving twisty puzzles. Solving Rubik's cube in under 20 seconds. Also memorizing and solving cube blindfolded in under 5 minutes.