

Dragor Draganović

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BIOGRAPHY

I was born in 2000 in Kragujevac. I completed my studies in *Information Technologies* at First Kragujevac Gymnasium and am now in my final year of *Software Engineering* studies at Faculty of Sciences in Kragujevac. During my time there, I also worked as a *teaching assistant* for courses in software design, UX design, and client web technologies. Together with my colleagues, I co-created initiatives [IMI Open Educational Resources](#) and [Studnetwork](#).

PROJECTS

Igrannonica | Team leader (2022)

No-code Web platform for experimenting with artificial neural networks. Project was part of the *Software engineering* course on my university.

I was leader of a six-member team, and my main activities during development included: Software design, ML service development (Python), Planning and task management (GitLab), UX design (Figma), Deployment (Ubuntu server).

<https://github.com/imi-axon/igrannonica>

BlockyScript | Creator (2021)

Video game developed in Unity to teach fundamental computer programming concepts. Using simple syntax players program a robot to solve mathematical problems.

<https://rogard.itch.io/blockyscript>

OglasIMI | Co-creator (2021)

Web platform for connecting job seekers with recruiters, created by team of four. My activities: Software design, Front-end development (Angular), UX design (Figma).

<https://github.com/imi-tim1/OglasIMI>

Notable mentions

Quickly to Location | Co-creator (2023) | Social media app for tourists (Kotlin, Jetpack Compose, Figma)

Balancio | Creator (2023) | Finance management Web app (Angular, Node, MongoDB) | github.com/balancio

ASCIIV | Creator (2022) | Terminal-based turn based strategy video game (Haskell) | github.com/dr460r/asciiv

SKILLS AND EXPERIENCE

Programming languages

JavaScript, TypeScript, C#, Python, Java, Kotlin, C, PHP, Haskell

Technologies and tools

Git, GitLab, GitHub, Angular, Node, Linux Shell, Unity, Figma

Languages

Serbian (native), English

EDUCATION

Faculty of Science, University of Kragujevac, 2019 -

Software Engineering

First Kragujevac Gymnasium, 2015 - 2019

Information Technologies

INTERESTS

Psychology, Philosophy, Art, Technology, Game development, UI/UX, Linux, FOSS