Danilo Cvijetić Software Engineer

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ABOUT ME

Master's student in Software Engineering with hands-on experience throughout the full software development lifecycle. I bring a strong foundation in full-stack development and a growing focus on cloud technologies, DevOps practices, and scalable distributed systems.

EXPERIENCE

JetBrains, Software Engineer Intern

08/2025 - 11/2025 | Belgrade

Developed a custom integration to enable TeamCity to utilize AWS Systems Manager (SSM) Parameter Store for remote parameter management.

Voova Digital, FullStack Software Engineer

02/2025 - 07/2025 | Freelance

Worked on developing new vehicle management system and integrating it with legacy PHP bus renting system while maintaining system's cloud infrastructure and deployment processes.

VegalT, Backend & Data Engineering internship

09/2024 - 10/2024

Worked on developing different data processing pipelines

EDUCATION

Faculty of Technical Science, University of Novi Sad,

2025 - Present

MSc in Software Engineering

Faculty of Technical Science, University of Novi Sad,

2021 - 2025

Bachelor in Software Engineering

Gymnasium Aleksa Šantić, Nevesinje, General department

2017 - 2021

SKILLS

Programming languages

Java, Python, Go, Kotlin, C, C++, C#, Rust, Kotlin, JS/TS

Testing

TestNG, JUnit, PyTest, Selenium

Other

Docker, Kubernetes, Scripting (bash, python), Package managers, Networks, advanced knowledge of Linux, AWS, Azure, GCP, Scrum, Maven, Gradle, Android, Electronics & IoT

Frameworks

Spring, React, Angular, Django, Flask, Vue, .NET, Go Gin, Node.js, Svelte

Databases

MySQL, Oracle, PostgreSQL, Redis, InfluxDB, Mongo, SQLite, DynamoDB, Cassandra

ACHIEVEMENTS

The best student of the generation,

2021

Gymnasium Aleksa Šantić, Nevesinje

Diploma 'Vuk Karadžić'

2021

both in the elementary and high school for achieving highest grades through all years of school.

PROJECTS

Gym Manager

- Production ready fitness center management system used as reliable tool for employees with support for cloud sync and mobile app for customers.
- System features offline-first operation with cloud syncing and backup mechanisms. Technologies used are Rust, Tauri, Svelte, Flutter, Supabase and AWS

Air Hockey Al agent

- Created Al agent capable of playing game of Air Hockey against human opponent.
- Agent is powered by Multi Agent Deep Deterministic Policy Gradient network built using PyTorch.
- Implemented custom rewards for game moves.

Electrical distribution information system

- Centralized information system for storing and processing electricity consumption data.
- The main goal of this project is ensuring scalability, high performance and stability under high load situations via distribution and replication.
- Utilizing Go Gin backend, RabbitMQ, AMQP communication protocol, InfluxDB and Postgres for data storage.

Cloud native Netflix clone

- Developed a fully cloud native application on AWS cloud infrastructure with the help of AWS CDK and Angular.
- All functionalities are deployed on AWS. Used services are: Cognito, DynamoDB, SQS, SNS, Lambda, API Gateway...

Expense tracker data processing pipelines

- Expense tracker application designed to track user expenses and provide insights using event-driven and batch processing pipelines. System architecture follows microservice approach
- Utilizing Apache Kafka, Spark, Airflow and databases to achieve data processing workflows.

NoSQL-Engine

- Participated in an university team project developing a NoSQL database engine in Go programming language.
- On this project I gained knowledge about advanced data structures like B-tree, SSTable, Memtable and many others.

Other

• Many more projects including a few domain specific managment systems implemented using .NET Framework and WPF graphical subsystem, IoT custom Arcade system controlled via Raspberry Pi that features wireless controllers built on ESP32, PKI Certificate Management system...