

# Danilo Cvijetić *Software Engineer*

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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 DevOps practices, cloud technologies, and scalable distributed systems.

## EXPERIENCE

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**JetBrains**, *Software Engineer Intern* 08/2025 – 11/2025 | Belgrade

- Developed a TeamCity plugin in Kotlin/Java enabling remote parameter management via AWS Systems Manager (SSM) Parameter Store, integrated with TeamCity's internal APIs.
- Built and validated the plugin directly against production TeamCity environment, gaining experience with large-scale CI/CD infrastructure.
- Contributed to a secondary plugin for tracking AWS costs within TeamCity using the AWS Cost Explorer API.

**Voova Digital**, *FullStack Software Engineer* 02/2025 – 07/2025 | Freelance

- Led development of a Vehicle Management System (VMS) for tracking service history, defect reporting, maintenance schedules, and role-based interfaces for mechanics and other personnel.
- Integrated the VMS with a legacy bus rental system, handling data synchronization and API compatibility between the two multi-tenant platforms.
- Managed cloud infrastructure on DigitalOcean with Docker-based deployments and maintained CI/CD pipelines using GitHub Actions.

**VegaIT**, *Backend & Data Engineering internship* 09/2024 – 10/2024 | Novi Sad

- Independently designed and built an end-to-end expense tracking system with real-time event streaming using Apache Kafka and batch processing pipelines via Apache Airflow and Spark.
- Developed a Spring Boot REST API integrated with Azure Functions for serverless notifications and a MySQL data warehouse following the Medallion architecture.

## EDUCATION

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**Faculty of Technical Science, University of Novi Sad**, 2025 – Present  
*MSc in Software Engineering, GPA 10.00*

**Faculty of Technical Science, University of Novi Sad**, 2021 – 2025  
*Bachelor in Software Engineering, GPA 9.74*

**Gymnasium Aleksa Šantić, Nevesinje**, *General department* 2017 – 2021

## ACHIEVEMENTS

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### **National Scholarship for Gifted Students**

Awarded by the Republic of Serbia to top-performing university students

### **The best student of the generation**

Gymnasium Aleksa Šantić, Nevesinje

## SKILLS

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**Languages:** Python, Java, Go, Kotlin, JS/TS, C++

**Frameworks:** Spring Boot, React, Node.js, Gin, Tauri, Django

**Infrastructure & Tools:** Linux, Docker, AWS, Azure, GCP, GitHub Actions, Maven, Gradle, Scrum, Bash scripting, JUnit, PyTest

**Databases:** MySQL, SQLite, PostgreSQL, Redis, Cassandra, Influx

**Interests & Exploring:** Kubernetes, Terraform, Rust, Android, Electronics & IoT (ESP32, Raspberry Pi), Networks

## PROJECTS

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### Gym Manager

- Fitness center management system used in production as tool for employees and owners alongside with mobile app for customers.
- System features offline-first operation with cloud sync and backup mechanisms. Technologies used are Rust, Tauri, Svelte, Flutter, Supabase and AWS

### Air Hockey AI agent

- Developed reinforcement learning AI 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.

### Load Forge

- Designed and built a custom DSL and runtime for declarative API load testing covering scenarios, authentication, load profiles, and SLO thresholds.
- Implemented a TextX-based parser, async HTTP execution engine via httpx/asyncio, and real-time metrics collection.
- Published a companion VS Code extension with syntax highlighting and integrated test runner.

### Electrical distribution information system

- Centralized information system for storing and processing electricity consumption data.
- Designed for scalability and high availability under load via distribution and replication, built on a Go Gin backend with RabbitMQ, InfluxDB, and PostgreSQL.

### NoSQL-Engine

- Developed a NoSQL database engine in Go as part of a university team project, implementing advanced data structures including B-tree, SSTable, and Memtable.

### Other

- IoT Arcade System — Custom arcade system with wireless ESP32 controllers communicating over Wi-Fi/Bluetooth with a Raspberry Pi, featuring a 16×24 LED matrix display and a custom Pong implementation using GPIO and shift registers.
- PKI Certificate Management System — Full-stack app for certificate lifecycle management and security operations, built with Spring Boot and Angular.
- OpenGL Renderer — Implemented Gouraud/Phong shading in C/C++, covering low-level graphics pipeline setup and per-vertex lighting.
- Additional projects available on GitHub.