

# ENVER PODGORČEVIĆ

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My life journey is driven by two core passions: *to create* and *to understand*.

The act of creation helps me externalize and share the beauty I see in my mind;

While understanding deepens my appreciation for the beauty I see in the world around me.

## EXPERIENCE

**Dec 2021 – Oct 2022**

Backend Developer, DevOps | Playdust | San Diego, USA

I was entrusted with a role in researching, planning, and building the first NFT search engine on the Solana blockchain. This project was particularly challenging and groundbreaking, as it was the first of its kind on this platform. My responsibilities were diverse and dynamic, adapting to the project's evolving needs. I was involved in designing and developing the whole cloud based (**AWS, Elasticsearch**) data processing pipeline, which included researching and implementing the **backend** logic, designing and creating **microservices** and **APIs**, and writing web and blockchain **scrapers**. Additionally, I played an active role in team meetings, contributing to the enhancement and optimization of the data pipeline's design.

**Feb 2021 – Sep 2021; Dec 2022 – May 2023**

Software Developer | UpWork Inc.

I have worked as a freelancer at UpWork on a wide variety of projects, each offering unique challenges and learning opportunities. Some of the more interesting ones include building a system for processing and analyzing live satellite TV data in **C**. Developing and programming innovative and highly technical **procedural generative** art projects, successfully creating systems capable of producing digital artworks featuring themes like ghosts, brush strokes, and Christmas trees. Implementing a **UR Caps** plugin, facilitating rapid communication with industrial robots via the **Ethernet/IP** protocol.

**Jan 2020 – Jan 2021**

Full-stack Developer | DCCS | Tuzla, Bosnia and Herzegovina

At DCCS I built web applications for The Mercedes-Benz Group aimed at enhancing spatial organization of automotive components within warehouses, to optimize the automatic car assembly process. We used **Java EE** for building the backend, complemented by frontend development utilizing **TypeScript** and **React**.

## EDUCATION

**Oct 2015 – Dec 2019; Jun 2023 – Jan 2024**

Bachelor of Electrical Engineering | Faculty of Electrical Engineering | University of Tuzla

At the university I attended a comprehensive curriculum with a strong emphasis on computer science and technology. This program provided a balanced blend of theoretical knowledge and practical skills, diving deep into topics such as data structures, algorithms, operating systems, concurrency, compiler design, signal processing and many more. In 2020, I took a hiatus from my academic pursuits to accept a position as a software developer, an opportunity that offered valuable industry experience and a more engaging work environment at the time. Subsequently, in 2023, I returned to university to complete my studies and to focus on my thesis, entitled *Procedural Generation of Vegetation Using Unity Game Engine*.

## SKILLS

**AWS**   **C**   **C#**   **Docker**   **Java**   **Rust**   **React**   **TypeScript**   **Unity**