

# Okanovic Dragan



[www.abstract-algorithm.com](http://www.abstract-algorithm.com)

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## EDUCATION

**School of Electrical Engineering** [ Sep 2012 - present ]  
**University of Belgrade**  
Department of Computer Science, GPA 8.4/10

**Mathematical Grammar School** [ Sep 2006 - Jun 2012 ]  
**Belgrade**  
High school for gifted children

## EXPERIENCE

**LARGO** ([link](#)) [ Feb 2014 - present ]  
R&D graphics programmer

**Microsoft** [ Oct 2014 - Dec 2014 ]  
SQL Server intern

**NVIDIA** [ July 2016 - Nov 2016 Ann. ]  
Mobile Graphics intern

**WhiteCity Soft** [ July 2012 - Oct 2012 ]  
junior back-end programmer

**NVIDIA** [ July 2015 - Nov 2015 ]  
Infrastructure Architect intern

**School of Electrical Engineering** [ Oct 2013 - Sep 2014 ]  
student assistant

## PROJECTS

**walit** [ LARGO, WIP ]  
light transport algorithm { + new algorithm based on the quantum behavior of the light  
+ reformulation of the rendering equation

**Reyes** [ LARGO ]  
CPU/GPU Reyes renderer { + multithreaded reyes renderer with job system  
+ todo: entire port onto the GPU

**lovefx** [ personal, WIP ]  
rendering engine { + data-oriented code structure, D3D11/OGL backends  
+ tiled forward and clustered deferred pipelines

**KinectCity** [ LARGO ]  
interactive game demo { + body gesture and voice commands with Kinect  
+ responsible for gesture recognition library

**OS kernel & FAT16 FS** [ course assignment ]  
preemptive multithreaded OS kernel { + time-sharing, semaphores, events, threads  
+ FAT16 file system with caching and multithreading

**Wizz Wars** [ personal ]  
Android bluetooth multiplayer game { + learned about game loops  
+ distributed message passing system via Bluetooth sockets

**CHAOS.js** [ personal ]  
webGL rendering engine { + deferred shading pipeline  
+ obj parser

## AWARDS

**Nordeus Hackathon 3** [ Dec 2013 ]  
Technical Excellence Award

**mt:s Android competition 2011** [ Jan 2012 ]  
1st place with 'Wizz Wars'

## SKILLS

**Graphics and GPGPU**  
OpenGL4.x, WebGL, GLSL, HLSL, D3D11, CUDA, OpenCL

**Tools**  
Sublime Text, Visual Studio, Git, Unity, Octave, PS, AI

**General**  
C, C++, python, C#, Java

**Web**  
JavaScript, php, SQL, HTML5, CSS3

## KEY SKILLS

real-time graphics, physically based, passionate, communicative, devoted, profound, imaginative

Additional information available upon request