

Andjela Grujic

Software engineering student

Enthusiastic, highly-motivated and hardworking software engineering student passionate about developing great software. Looking for an internship position or junior job where I would gain new knowledge and experience.



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EDUCATION

UNIVERSITY

METROPOLITAN UNIVERSITY

10/2020 - Present

Major: software engineering, GPA: 9,3/10

HIGH SCHOOL

ELECTRICAL ENGINEERING SCHOOL "NIKOLA TESLA"

09/2016 - 06/2020

Computer technician, 5,0/5,0

WORK EXPERIENCE

Teaching assistant (Demonstrator)

METROPOLITAN UNIVERSITY

10/2023 - Present

Niš

"Working as a teaching assistant conducting practical sessions for two subjects: Object-Oriented Programming and Introduction to Software Engineering."

Tasks

- "Responsible for independently conducting exercises, creating exercise materials, and collaborating with students and staff."

Teacher

METROPOLITAN UNIVERSITY

07/2023

Niš

"Professor at a summer school teaching fundamentals of IT and introductory Python programming."

TOOLS

Intellij IDEA

Visual Studio Code

PowerDesigner

Visual Paradigm

Figma

Microsoft Office

Jira

TestRail

SKILLS

Project management

Java

JavaScript

HTML

CSS

BOOTSTRAP

MySQL

Angular

Manul testing

JUnit

UML

Adobe Photoshop

PERSONAL PROJECTS

WEB APPLICATION ORGANIZING CONCERTS AND BUYING TICKETS

- A system developed in Angular with HTML, CSS and BOOTSTRAP used for a better appearance of the application. The system uses a fake API to display concerts and artists.
- The system is developed in PowerDesigner (UseCase, User requirements, Architecture, UML diagrams).
- Testing was done manually with the basics of automated testing written in JUnit.

SYSTEM FOR ORGANIZING CONCERTS AND BUYING TICKETS

- The system was written in Java, JavaFX was used for the GUI, MySQL for the database.

SOFTWARE REQUIREMENTS ENGINEERING PROJECT

- A project where the skills of requirements gathering, organization, and specification were perfected. With the help of collected requests, a web application was created.

A PROJECT OF MANUAL TESTING WITH THE BASICS OF AUTOMATED TESTING

- Java project with manual testing and basic JUnit tests.

SOFTWARE DESIGN AND ARCHITECTURE PROJECT

- A project where a Zoo application was designed using PowerDesigner diagrams.

UNIVERSITY ACTIVITY MANAGEMENT SYSTEM

- Team Project: Web Application developed using Spring and Angular.
- Worked in the position as a Project Manager and Manual tester.

SLEEPKO - App for controlling and managing quality sleep

- Application prototype, made in Figma

TRAVEL AGENCY

- A web application made in PHP for the backend, HTML, CSS BOOTSTRAP and JavaScript for the frontend and MySQL used as a database.

LANGUAGES

Serbian

Native or Bilingual Proficiency

English

Full Professional Proficiency

ABOUT ME

Communicative

Problem solving

Teamwork

Creative