

# Stefan Novaković

## COLLEGE STUDENT

### Details

Dimitrija Tucovića 97, Užice,  
Serbia

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### Links

[LinkedIn](#) | [GitHub](#) | [Website](#)

### Skills

#### Programming Languages

C++, C, Go, Python, JavaScript,  
Java, Kotlin, Lua, Haskell, SQL

#### Tools & Technologies

Docker, CI/CD, Git, GitHub  
Actions, Linux, AWS, GCC, GDB,  
Make

#### Databases

MongoDB, SQLite, Turso, IBM Db2

#### Libraries & Frameworks

Node.js, HTMX, Templ, Tailwind  
CSS, Pandas, NumPy, TensorFlow,  
Bubbles, FastAPI

### Languages

**Serbian** - Native speaker

**English** - Highly proficient

**German** - A2

### Additional Information

**Driving licence:** Category B

**Hobbies:** Basketball, Skiing, Chess,  
Speedcubing

## Profile

Enthusiastic software developer and open source contributor with several popular projects actively used by a wide community. Experienced in mentoring high school and university students in programming, data structures, and algorithms. Particularly interested in building tools that make developers' work easier and improve the overall quality of work. Strong problem-solving skills, passion for continuous learning, and commitment to knowledge sharing within the developer community.

## Experience

### Private Programming Tutor - Online & In-person, Belgrade

2021 — PRESENT

- Delivered one-on-one programming lessons in Python, C, and C++ to high school and university students.
- Improved student understanding of data structures, algorithms, and OOP through hands-on examples and practice tasks.
- Guided 30+ students in completing coding projects and exam preparation, with a 100% exam pass rate.
- Created personalized lesson plans adapted to each student's background and goals.
- Prepared high school students with no prior coding experience to successfully pass university entrance exams in computer science.

## Projects

### screenkey.nvim

- Designed the project to address the needs of developers who frequently share screens or create tutorials, providing them with a lightweight and practical tool.
- Built and maintained a popular open-source Neovim plugin actively used by developers.
- Collaborated with the community through issue tracking and pull requests, learning effective open-source project management.
- Implemented CI/CD pipelines with GitHub Actions, including automated testing, formatting, and publishing releases to external package repositories.
- Gained experience with developer tools such as LSP, formatters, and testing frameworks.
- Improved project documentation and presentation skills by writing a clear and structured README.

### yamb

- Collaborated with a professional designer to translate a modern UI/UX vision into a fully functional, real-time online multiplayer version of the classic Yamb dice game.
- Developed the complete front-end and back-end using Go, Templ, HTMX, and Tailwind CSS, with WebSockets for live, bi-directional communication between players.
- Implemented real-time synchronization for game state and scoring, ensuring smooth multiplayer interactions.
- Deployed and hosted the game using Docker, managing the full containerization, deployment, and maintenance lifecycle.

## Education

### Bachelor's degree in Computer Science, Faculty of Mathematics, University of Belgrade, Belgrade

2021 — PRESENT

### Natural Sciences and Mathematics, Užice grammar school, Užice

2017 — 2021