

PERSONAL INFORMATION

Vladimir Mitrovic



📍 Augustenstr 31, 80333 Munich (Germany)
☎ +49 152 31826725 📞 +49 151 56897571
✉ mitrovicvladimir@gmail.com
🌐 <http://vladimirmitrovic.com/> <https://www.linkedin.com/in/vladimirmitrovic>
💬 Skype paradajznazemlji

📅 Date of birth 16 Sep 1983 | 🇷🇸 Nationality Serbian

PERSONAL STATEMENT

Please check out my portfolio at:

<http://vladimirmitrovic.com>

Client list: Ferrari, Lamborghini, Coca-Cola, Porsche, Hugo boss, Scott, Toyota, Opel, VW, VBH, Marlboro, Phillip Morris, Plantaze, West, BASF, B&W, Airbus and more..

Specialties: knowledge in cutting edge technologies in HCI (multitouch, IR MT, voice interaction, passive and active 3D, gyroscope and accelerometer input devices, optical recognition), experience in large set of languages (C#, Java, ActionScript, PHP, Javascript, VB.net, Perl), extra knowledge in Adobe CC suite, video, photo, sound technology.

Living in Munich, Blue Card holder

Skills:

C#, Unity3d, Java, Processing, Intel Realsense, Kinect SDK, Oculus, Vuforia, Metaio, Leap, JIRA, ActionScript, Flex, Flash, JavaScript, XML, Software Development, JSON, OOP, MVC, MySQL, AJAX, Android, Git, Visual Studio, SVN, Adobe CC, Design Patterns, User Interface, iOS development, UML, Software Design, Eclipse, iOS, SQL, User Experience, User Interface Design, Project Estimation

Archive:PHP, jQuery, Python, Asp.Net

WORK EXPERIENCE

Dec 2014–Present

Assistant Team Lead for Application Implementation

Dassault Systèmes 3DEXCITE

As part of my responsibilities at 3DEXCITE as Assistant Team Lead I would take over full control of technical process and development organization related to projects built in Unity3D and the surrounding ecosystem. I insured deadlines were met and on-demand changes were incorporated into running projects managing the resources of the Team. I was involved in development of multiple projects in Unity3D on mobile and desktop related to 3D visualizations and Augmented Reality.

Leveraging short term goals with longer term objectives and improving processes with each project I had a chance to learn a lot about managing projects smoothly within teams with flexible operation.

Skills: Project estimation and re-calculation. Task assigning and resource management. Workflow upgrades and development of structured code base.

Feb 2012–Present

Senior Application Developer

Dassault Systèmes 3DEXCITE

During last year I worked on multiple projects in Unity3D for mobile, both iOS and Android as well as on desktop applications including Oculus SDK. I am specialized in VR, HCI and mobile. Working for years on cross platform technologies, always staying up to date with latest progress.

Through my previous years in RTT I have worked on various types of projects for both web and mobile. I developed in Actionsript and Adobe Air for web and iOS devices multiple applications for end-user clients as well as demos using augmented reality on iPad and Kinect for Windows. I also worked on a large-scale RIA product based on Flex and Cairngorm and on a server based asset

management product from RTT called Picturebook. I also built an advanced level editor script for the our Unity projects. Technologies: Unity3D mobile and desktop development, Oculus SDK, Leap, Intel Realsense, Vuforia.,Flex (Spark and MX), Adobe Air, Stage3D, Robotlegs, C#, Unity editor api, Javascript, Kinect SDK, Metaio framework.

2014–2014 Intel Ambassador

Intel Realsense challenge

Jul 2009–Apr 2012 Owner

2020

Developed interactive systems, games and interactions within my own company for large clients in XNA, C#, WPF and AS3, Flash, Flex, Air. For details check my CV.

2009–2010 Developer

Galerija 12+

Total project development of interactive installations and mobile applications.

Jan 2007–Sep 2009 Web Developer

Xaoc Creative

AS3, Flash and Flex developer. Worked on custom components for advanced visuals on different websites as well as on development of a pure Flex CMS system currently supporting 30+ large portals.

Jan 2008–Jun 2009 Application Developer

Xaoc

Developed entertainment related applications (touch screen apps for brand promotions) in both C# / WPF and AS3 / Air

Jan 2008–May 2009 Technical Writer

C.E.T.

I write technology reports for <http://www.cet.co.yu/CETcitaliste/Default.aspx>

Jan 2003–Sep 2007 Freelance Web Developer

Freelance

Developed flash websites for small an medium sized companies during faculty days.

EDUCATION AND TRAINING

2003–2007 Dipl. Ing. Computer Science, Programming

Racunarski fakultet (Computer Science Faculty)

Advanced programming team

PERSONAL SKILLS

Mother tongue(s) Serbian

Other language(s)

UNDERSTANDING	SPEAKING	WRITING

	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C2	C2	C2
French, basic	A1	A1	A1	A1	A1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
 Common European Framework of Reference for Languages

Communication skills - good communication skills while acting as team lead for Mobile development team.
 - developed communication with client and management from managing estimates and resources

Other skills hardware and electronics, freeclimbing, photography

ADDITIONAL INFORMATION

Projects

Interactive fabric | 5/14 - 6/14

At Excite 2014 our company RTT, has become Dassault Systèmes' 3DXcite. I have built for this show and for our creative agency, formerly know as INSTNT, an interactive installation. This pretty unique setup allows the users to push the fabric up to 15cm with ease and have a different, tangible and emotional contact with the installation. As you can see on the video the crowds didn't move for a single moment so you must excuse me on the quality of the footage
<http://vladimimitrovic.com/2014/06/interactive-fabric-art-installation/>

Ferrari's Car Configurator on this page and play around making your own Ferrari.

On this project I have built the backend service managing the configuration and the image composition of your own custom Ferrari. Each car is composed of around 6gb of layer data in 15.000 files and there are currently 6 cars. The service is written in C# and the image manipulation in unsafe code.

<http://car-configurator.ferrari.com/458speciale/>

Coca Cola and Fifa

Probably my proudest moment until now this interactive football game was built for the FIFA World cup event by Coca-Cola. More than 12,000 fans past trough the exposition and an incredibly large amount of those visitors played the game because it was on the main spot in the entrance. The game ran two days on the system without a hitch. The system was split into two machines. A Mac Mini machine with two PS3 Eye cameras was attached high above the stage with a projector. This machine used the cameras to detect special custom made infrared led emitters that visitors attached to their feet with Velcro. Two cameras were used with overlapping views so a player won't obscure the emitter on his feet. The mini machine would than send the data by LAN cable to a command console down on the ground. This other machine would render the game as well as provide an administration panel for changing game speed, calibrating, changing game time etc. The game was optimized for multi-threading on the quad-core machine and this coupled with splitting the detection and rendering onto two machines provided excellent fluidity and allowed players to play the game of football the same way they would with a real ball. Number of players was limited to 6 simply because of the size of court. An intuitive marker was designed around players feet so they could be aware both that the system is tracking them and that it is doing it correctly. The game was also played this year in Zagreb at the [Adidas event](#)

Honours and awards

Judges award for perceptual hackathon | Intel corporation

Courses

Sketchup for 3D printing

Certifications

Microsoft Certified Solution developer