

Petar Kocić

Contact

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<https://github.com/AsentientBanana>

Portfolio/Website:

<https://petarkocic.net>

Technology stack

Languages:

JavaScript(TypeScript), Go, Dart, C#, Python, Shell/Bash, Lua

Technologies: React, React Native, Redux, NextJS, NodeJS, Flutter ExpressJS, Vue, Gin, MongoDB, MySQL, PostgreSQL

Cloud platforms: Firebase, Expo
OS: Proficient in Linux CLI

Education

**University Of Niš ,
Faculty of Mechanical Engineering**
Department of Mechanical
Constructions,
Development, and Engineering

**Nikola Tesla High School,
Computer electronics and repair**

Sep 2011 - Jun 2015

Professional Summary

I find immense joy in the process of creating, building, and experimenting with various technologies. My journey in the tech realm has been one of continuous growth and learning.

Work Experience

Lumenspei | Lumenspei Digital

Oct 2022 - Sep 2023

CTO | Team lead

Founding member, CTO and team lead. In my primary function as a CTO I was part of client negotiations, project planning, resource allocation, conducting technical interviews and mentorship. At the largest, the size of the team was around 15 developers, 3 designers and 4 project managers.

Technologies: NextJS, React, ReactNative, NodeJS, Firebase

Senior Software Developer | Notable projects:

- **Visual Coding Editor for a custom blockchain**
A blockchain web app to write and compile custom smart contracts and output Rust code with the help of a visual coding editor. I was the team lead and a developer on the project. Later on, I took on the project management duties for a period.
Technologies used: Nextjs, Nodejs
- **Credit score platform**
This is a platform that integrates credit reports and blockchain. My role was the front-end team lead and developer for the project. This was connected to the Ethereum network.
Technologies: Nextjs, Nodejs, Tailwind
- **Warehouse mobile app**
A mobile app used for tracking, receiving and shipping inventory storage. Working on this project I focused mostly on translating complex and broad interface customization requirements to a clean and usable UI.
Technologies used: ReactNative, Firebase
- **Space sharing mobile app**
A mobile app for Android and IOS. This was an app for booking and sharing spaces online. It had a very complex structure and interface with a lot of options and customizability.
Technologies used: ReactNative
- **Browser extension**
A browser extension similar to Metamask for creating a custom wallet and working with a blockchain.
Technologies used: Preact

VegaIT

Apr 2022 - Aug 2022

Senior software developer

I worked as a part of a team on a project for a Fortune 500 company as a developer and maintainer. I was a part of a 15+ developer team that worked on multiple client websites where we would all be tasked on either adding new features/pages or working on migrating and upgrading NodeJS and NextJS versions.

Technologies: NextJS, Contentfull, NodeJS

Personal projects

Mangakolekt

A manga/comic reader written in Flutter and Go.

It is cross-platform (Android, Windows and Linux).

Technologies: Flutter, Golang

GitHub:

<https://github.com/ASentientBanana/mangakolekt>

Mangakolekt web

A website for the mangakolekt project, used for distribution and information about the project.

Technologies: Nextjs, Nginx, Tailwind, Typescript

Website: <https://mangakolekt.com>

Pathfinding

A pathfinding algorithm visualizer written in React

Technologies: React, Scss

GitHub:

<https://github.com/ASentientBanana/pathfinding>

Admin Server

An admin server for my personal website. Written to replace my older Python (Django) server.

Techstack: Golang, Gin, Gorm

GitHub:

https://github.com/ASentientBanana/admin_server

Fd

A small Linux utility for common file operations written in Go.

Techstack: Golang

GitHub:

<https://github.com/ASentientBanana/fd>

Codexsto

Jan 2021 - Apr 2022

Senior software developer

My responsibilities were development, architecture and mentorship along with conducting technical interviews.

Technologies: NextJS, React, ReactNative, NodeJS, Firebase

Senior Software Developer | Notable projects:

- **Task mobile app**
The project was a cross-platform React native mobile app where the users were able to post jobs and complete jobs. Something like Task Rabbit. It had payments, fund reservations, real-time chat messaging and file transfers. On this project, I was a mobile developer and my responsibility was the real-time chat functionality, both on the server and the client along with the regular mobile app functionality.
Technologies used: ReactNative, Nodejs, MongoDB
- **Online store**
A website where a user can register and order a product. It had online payments, orders, and online polling.
Technologies used: Nextjs, Sass
- **Online meeting platform**
A web app similar to Google Meet. I worked with a team based in Germany on an alternative online video call platform. I was a front-end developer and worked in ReactJS.
Technologies used: Ractjs

Exeplay

May 2020 - Jan 2021

Software developer

My responsibilities were game development and web development. I worked on 2-3 mobile games in the Unity3D game engine and later on I worked on some internal tooling in Node and VueJS.

Technologies: Unity3D, C#, VueJS, NodeJS

Software Developer | Notable projects:

- **Mobile games**
I was in charge of a game that was released on the Play Store. I worked as a developer and level designer.
Technologies used: Unity3D, Nodejs
- **Internal Tooling**
This was a Vue/Node project I worked on that was used as an admin interface for some of the games from the studio.
Technologies used: Vuejs, Nodejs

Contract/Freelance

Software developer

Software Developer | Notable projects:

- **Factiiv prototype | Software developer** Jul 2022 - Aug 2022
I was part of a team where we built out a prototype of what eventually became a platform for credit reports on the blockchain. A 2-month project.
Technologies used: React, Nodejs
- **Zen Studio | Front end developer** May 2020 - Jan 2021
I worked as a React front-end developer on a booking/store site for a massage studio based in Niš, Serbia. There were fully implemented booking and reservations along with online payments and coupons.
Technologies used: Reactjs, Sass
- **Game development** Jun 2018 - Oct 2019
I worked as a game developer in Unity3D at a startup.
Technologies used: Unity3D,