

WORK EXPERIENCE

APR 23 NOW	Foursquare · Senior Software Engineer full-stack · Studio · SDK TS, React, Express, Python
JUN 22 DEC 22	Smallpdf · Staff Software Engineer full-stack · architecture React, TS, Go, AWS
DEC 21 APR 22	Replay.io · Senior Software Engineer devtools improvements React, NextJS, TS, GraphQL
JUL 20 NOW	Unfold Research · Founder an open metascience platform React, NextJS, TS, NestJS, AWS (S3, RDS, Redis)
SEP 20 NOV 21	Symphony.is · Tech & Team Lead · Senior Software Engineer large-scale refactor for an insurtech startup React, NextJS, TS, Go, GCP (PubSub), k8s
NOV 19 APR 20	Deploy Inc. · Senior Software Engineer two outsourcing projects TS, Gatsby, Firebase, AWS, GraphQL
JUN 19 OCT 19	Embroker · Software Engineer full-stack dev for insurtech React, Angular 1.5, Go, Postgre, RabbitMQ
JAN 18 SEP 19	Nodebook · Founder graph-based reference manager React, d3.js, WebGL, Express, MySQL
NOV 16 JUN 17	Ubisoft · Render Programmer Ghost Recon: Wildlands · Steep: eXtreme Pack OpenGL, DirectX, HLSL, C++
JUL 16 NOV 16	NVIDIA · Mobile 3D Graphics Intern functionality tests of the NVN API for Nintendo Switch OpenGL, NVN, GLSL, C++
FEB 14 JUL 16	LARGO · R&D Graphics Programmer rendering pipelines, shaders, optics, drawing APIs OpenGL, GLSL, raytracing
JUL 15 NOV 15	NVIDIA · GPU Infrastructure Architect Intern python API trace tool enhancements OpenGL, GLSL, Python
OCT 14 DEC 14	Microsoft · Software Developer Intern SQL Server team · query optimization C++, C#, SQL

EDUCATION

SEP 12 JUN 16	School of Electrical Engineering, University of Belgrade Dept. of Computer Science, 3/4 years, GPA 8.4/10
SEP 06 JUN 12	Mathematical Grammar School, Belgrade High school for gifted children (grades: 7th - 12th)

Dragan Okanovic



dragan.okan@gmail.com
abstractalgo.com

web · gfx
developer

PROJECTS & STARTUPS

unfoldresearch.com

A publishing platform for academics with voting, library management, commenting, tagging, and search. BE and FE architectures built to support custom plugins and addons. A special care about data aggregation, rate-limiting, caching, versioning. Built as a browser extension with customized build pipeline in a monorepo.

nodebook.io

highly interactive and customizable graph-based manager.

ground-up UI and UX. some more notable problems:

- rendering performance optimizations
- a completely new graph-based search feature
- versioning, comparison & collab for a graph-based content

Form engine

ng-form/Formik hybrid for React (before react-hook-form) for complex forms
sync & async validation, formatting and parsing, rules and hooks, event system, full Typescript support...

State manager

simpler, TS-friendly React Redux alternative
composable reducers architecture, no constants, hooks

Computer graphics research

walit - quantum light transport via wave equation

PGAA - mathematically correct anti-aliasing on GPU

Fourier Texture Compressor - analytic infinite mipmaps via auto-encoder

KinectCity - gesture input library for stereoscopic 3d game via Kinect

SKILLS

Frontend

Typescript, React, Redux, NextJS, GatsbyJS, d3.js, Angular, SASS, WebGL, Three.js, advanced SVG & HTML5 canvas

Backend

NestJS, NodeJS, Express, Go, php (Laravel, WP), py (Django), MySQL, Postgres, Mongo, Redis, Docker/k8s, Elasticsearch, PubSub / RMQ / Kafka / Bull, nginx, AWS / DO / GCP, some Terraform/Pulumi

Graphics and GPGPU

C++11, C, OGL4.x, Vulkan, GLSL, NVN, WebGL, HLSL, D3D11, CUDA

Tools

VS Code, Visual Studio, QtCreator, RenderDoc, Jupyter, nsight, Git, P4, Unity, Figma, Adobe: Ps, Ai, Pr

Key skills

passionate, imaginative, communicative, profound, ENTJ/ENFJ