

WORK EXPERIENCE

NOW FEB 25	Primer.io · Staff Software Engineer · Frontend Lead Partners team · Frontend guild React, TS, Python
JAN 25 APR 23	Foursquare · Technical Lead ← Staff Software Engineer Studio · Studio SDKs Python, React, TS, Node
DEC 22 JUN 22	Smallpdf · Staff Software Engineer full-stack · architecture React, TS, Go, AWS
APR 22 DEC 21	Replay.io · Senior Software Engineer devtools improvements React, NextJS, TS, GraphQL
NOW JUL 20	Unfold Research · Founder an open metascience platform React, NextJS, TS, NestJS, AWS (S3, RDS, Redis)
NOV 21 SEP 20	Symphony.is · Tech & Team Lead ← Senior Software Engineer large-scale refactor for an insurtech startup React, NextJS, TS, Go, GCP (PubSub), k8s
APR 20 NOV 19	Deploy Inc. · Senior Software Engineer two outsourcing projects TS, Gatsby, Firebase, AWS, GraphQL
OCT 19 JUN 19	Embroker · Software Engineer full-stack dev for insurtech React, Angular 1.5, Go, Postgre, RabbitMQ
SEP 19 JAN 18	Nodebook · Founder graph-based reference manager React, d3.js, WebGL, Express, MySQL
JUN 17 NOV 16	Ubisoft · Render Programmer Ghost Recon: Wildlands · Steep: eXtreme Pack OpenGL, DirectX, HLSL, C++
NOV 16 JUL 16	NVIDIA · Mobile 3D Graphics Intern functionality tests of the NVN API for Nintendo Switch OpenGL, NVN, GLSL, C++
JUL 16 FEB 14	LARGO · R&D Graphics Programmer rendering pipelines, shaders, optics, drawing APIs OpenGL, GLSL, raytracing
NOV 15 JUL 15	NVIDIA · GPU Infrastructure Architect Intern python API trace tool enhancements OpenGL, GLSL, Python
DEC 14 OCT 14	Microsoft · Software Developer Intern SQL Server team · query optimization C++, C#, SQL

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abstractalgo.com

web + gfx
engineer

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

Computer graphics research

walit - quantum light transport via wave equation
PGAA - mathematically exact 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, NextJS, d3.js, CSS, WebGL, Three.js, advanced SVG & HTML5 canvas, d3.js

Backend

Node, bun, NestJS, ExpressJS, Go, py (Django, Flask), Postgres, MySQL, Mongo, Redis, Docker/k8s, PubSub / RMQ / Kafka / Bull, nginx, AWS / DO / GCP

Graphics and GPGPU

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

Tools

VS Code, Visual Studio, RenderDoc, nsight, P4, Unity, Figma

Personality

diligent, communicative, ENTJ/ENFJ

EDUCATION

JUN 16
SEP 12

School of Electrical Engineering, University of Belgrade
Dept. of Computer Science, 3/4 years, GPA 8.4/10

JUN 12
SEP 06

Mathematical Grammar School, Belgrade
High school for gifted children (grades: 7th - 12th)