

BRANISLAV JENCO
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An always curious developer who enjoys learning, solving problems and helping others do the same. Aggressively tackling complexity.

Python `struct` format explainer

<https://pythonstruct.com>

Tiny open source project which allows users to get a quick explanation of the format strings used in Python's built-in `struct` module. { JavaScript }

WORK EXPERIENCE

Sesam.io (Oslo, Norway)

Tech lead, Dec 2022–current

Fullstack developer, Mar 2018–Dec 2022

Back-end development with Python/C++ (Cython, Flask), Kubernetes, front-end development with JavaScript/TypeScript (React/Redux), mentoring and R&D, leading a team of developers.

Nornir (Oslo, Norway)

Fullstack developer, Aug 2017–Feb 2018

Web app development using AngularJS, VueJS on the front-end and Node.js (Express, Sails.js) on the back-end, OAuth2, SSO, WebRTC, API endpoint design. Creating interactive demos in the IoT space.

CERN (Geneva, Switzerland)

Summer Student Intern, Jun–Sep 2016

Developing a web application that queries CERN's CALS API, providing status overviews of measured variables and their timeseries visualizations. Java, JavaScript, HTML, CSS.

UNIFER (Brno, Czechia)

Web developer & Designer, 2015–2016

Development and maintenance of websites for clients, development of a web presentation system. JavaScript, HTML, CSS, Joomla, WordPress.

EDUCATION

Department of Informatics, University of Oslo (Oslo, Norway)

Programming and System Architecture (Msc.)

Sep 2019–Jun 2022

Faculty of Informatics, Masaryk University (Brno, Czechia)

Computer Graphics and Image Processing (Bsc.)

Sep 2014–Jun 2017

Faculty of Social Studies, Masaryk University (Brno, Czechia)

Media Studies – Digital Media (Msc.)

Sep 2014–Jun 2016

Media Studies and International Relations (Bsc.)

Sep 2011–Jun 2014

OTHER PROJECTS

Personal blog

<https://branislavjenco.github.io/>

Personal blog for technical topics. Writing about things I've learned, things I find interesting and mistakes I've made.

Virtual LiDAR Error Models in Point Cloud Compression

Master thesis (IFI UiO)

Simulating a virtual LiDAR sensor to provide synthetic data generation for a geometry-based machine learning approach for compression of point clouds. Exploring deep learning approaches to 3D data and comparing existing compression algorithms. { Python (Pandas, numpy, scikit, PyTorch), C++ }

Desired State Systems

Conference talk (NDC Oslo 2021)

Presenting and explaining a way of looking at systems and interfaces we work with through the lens of an abstraction called a desired state system. Comparing the API of tools like React, Kubernetes, Terraform in this context.

Clustering Algorithms for Water Tracking in Proteins

Bachelor thesis (FI MUNI)

Comparing and implementing algorithms for clustering points in 3D space – Kernel K-Means, DBSCAN, Mean-Shift – in the context of protein structure analysis. { Java, Python – numpy/scikit }

Man-made Satellite Orbit Visualization

PV251 Visualization Course

Web-based visualization of satellite orbits. { WebGL, d3.js, HTML, CSS }

Immersive Virtual Reality Principles

Master thesis (FSS MUNI)

Developing a VR experience on the Oculus Rift with gesture controls using Leap Motion. { Unity Game Engine }

Web Design and New Technologies

Bachelor thesis (FSS MUNI)

WordPress theming and demonstration of web design principles on a website as part of the thesis. { JavaScript, HTML, CSS, WordPress }

SKILLS SUMMARY

Work experience: Python (Flask, FastAPI, Cython), Kubernetes, JavaScript (React, TypeScript), C++, Java, Terraform, HTML, CSS, Git

Course and side projects: PyTorch, OCaml, OpenGL, image processing, Matlab, LaTeX, VR, robotics

LANGUAGES

English (fluent), Norwegian (working proficiency), Slovak (native)

INTERESTS

hiking, bouldering, cooking, reading, guitar playing, gaming