

Mirela Kusalić

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EDUCATION

BS in Computer Science - October 2007 to September 2010

MS in Computer Science - October 2010 to October 2012

(University of Josip Juraj Strossmayer Osijek,
Faculty of Electrical Engineering)

Artificial Intelligence on Stanford, with a score of **99.2%**

(online class by Peter Norvig and Sebastian Thrun) - 2007

Gamification, online class by Kevin Werbach,

University of Pennsylvania - 2012

Social Network Analysis, online class by Lada Adamic,

University of Michigan - 2012

CERTIFICATIONS

Oracle Certified Professional Java SE 6 Programmer

WORK EXPERIENCE

Android game development:

<https://play.google.com/store/apps/details?id=com.littlebeargames.tangram>

<https://play.google.com/store/apps/details?id=com.littlebeargames.hexagoncolors>

ELFblocks (amazing hardware toolkit): www.ELFblocks.com

Reviewed a book: "Advanced programming and algorithms in C and C++" (400 pages book on algorithms and data structures)

PROFESSIONAL SKILLS

Android (apps & games),

Java (Servlets, JSP, JSTL, EL), Google App Engine,

3D rendering (Blender),

JavaScript (jQuery), C/C++, HTML 5, CSS 3, Linux, SQL

INTERESTS

professional development

(game development, 3D rendering, artificial intelligence)

LANGUAGES

English, Croatian, German