



Milos Tadic

Software Engineer

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[Portfolio Website](#) [LinkedIn](#) [GitHub](#)

Summary

Software Engineer with a strong foundation in distributed systems and performance. Passionate about building user-centric products and optimizing workflows. Experienced in version control, TDD, automation, deployment, full stack ownership, and collaborative team environments. Fluent in German, English, and Serbian.

Technical Skills

Python, C, C++, Next.js, Typescript, Linux, SQLite, FastAPI, Git, Vim, GDB, Valgrind, Docker, AWS, AI Context Engineering

Soft Skills

Product Ownership, Attention to Detail, Adaptability, Interdisciplinary Collaboration, Strategic Thinking, Leadership

Education

42 Berlin **Nov 2023 - Jun 2025**
Computer Science Peer-to-peer, project-based studies

- Completed a peer-to-peer and project-based computer science program specializing in C & C++, algorithm design, data structures, memory management, system virtualization, AI automation, and DevOps practices.
- Completed over 30 peer-reviewed projects, including work in networking, distributed systems and concurrent programming, and interacting with a broad spectrum of IPC, enhancing both technical and problem-solving skills.

Masterschool **Mar 2024 - Oct 2024**
Software and AI Engineering Professional Training Bootcamp

- Completed an immersive software and AI engineering program with mentorship from experienced industry professionals, gaining hands-on training and real-world development skills.
- Skills acquired in Python, Web Applications, OOP, relational databases, SQLite, Linux, Flask, FastAPI, HTML/CSS, REST, Authentication, React, Frontend Caching, RAG, and JavaScript.

Hanns Eisler Conservatory, Berlin **Oct 2013 - Mar 2017**
Contemporary Music Composition Master's Degree

- Realized research-supported innovation projects with a focus on Digital Signal Processing, complemented by interdisciplinary research at Humboldt University.

Projects

Fullstack Pong **Mar 2025 - Jun 2025**
[Pong on GitHub](#)

- Developed a web app for the Pong game using MicroServices architecture, Typescript, Tailwind CSS, Node, Redis and RabbitMQ as part of a team of 5, where I've reduced response times of the API endpoints by 120ms via DB redesign.

NGINX-Inspired Web Server **Feb 2025 - Apr 2025**
[WebServ on GitHub](#)

- Built an RFC 2616 and 3875-compliant server using C++ std98 as part of a three-person team, where I've increased concurrent client connection capacity by 90% through optimized I/O buffer sizing and increased use of poll().

RAG-enhanced LLM Chatbot **Oct 2024 - Nov 2024**
[RAG chatbot on GitHub](#)

- Built a context-aware chatbot using FAISS, Gemini API, and FastAPI, implementing RAG to minimize sensitive data exposure by an average 60%. Privacy-first design approach ensures GDPR compliance and enterprise value.

Custom Linux Mini-Shell **Mar 2024 - May 2024**
[Minishell on GitHub](#)

- Engineered a Bash-like shell in C to build a bottom-up mastery of SysCalls and IPC as part of a two-person team, where I've implemented pipe-reuse to prevent FD bottlenecks and enable unlimited-length pipelines.

Experience	
Freelance Software Engineer Backend and automation specialist as part of a two-person team	Jul 2025 - ongoing Europe
<ul style="list-style-type: none">WIP: Deploy RevOps Data Normalization Service for European business, where I am responsible for sources integration, data normalization, database design and backend performance with 1000s of concurrent users.WIP: Perform a fortification overhaul for a deployed productivity service, where I am responsible for backend debugging, security assessments, and implementation of security hardening measures .	
Hufeland-Schule, Berlin-Buch Teacher (Music, ESL), Head of Music dept.	Feb 2018 - Oct 2023 Berlin
<ul style="list-style-type: none">Deployed a user-focused digital curriculum using Chrome Music Lab, enhancing engagement levels of underperforming and disadvantaged students by 40%.	
Freelance Musician Composer and Conductor	Feb 2011 - Oct 2025 Berlin
<ul style="list-style-type: none">Applied Lisp programming and digital signal processing (DSP) to compose and produce music for europewide performances. Directed several choirs in Berlin.	
Studio für Elektroakustische Musik @ Hanns Eisler Conservatory Audio/IT Support Technician (Student Role)	Oct 2010 - Sep 2016 Berlin
<ul style="list-style-type: none">Provided technical support for stage events and engineering studios, troubleshooting hardware and software issues, assisting with the operation of audio and IT equipment, and ensuring reliable system performance.	
Awards	
Data Science Hackathon MDC & Bayer Pharma	Sep 2024
<i>1st prize with a team of 5</i> Interpreted phenotypes using UMAP and AWS Sagemaker to identify ways to optimize future iterations of data generation in morphological profiling for early drug discovery as part of an interdisciplinary team of biologists, data scientists and software engineers.	
SMS API Hackathon Masterschool	Aug 2024
<i>1st prize with a team of 3</i> Utilized Python and FastAPI to devise a niche marketing product to reach customers who don't have internet access.	
Languages	
German (C1), Serbian (C1), English (C1), French (A1)	