

Aleksandar Gligorijević (September 25th 1998)

Phone: 00 381 66 005461 | E-Mail: aleksandar@gligorijevic.rs | Address: Obilićev venac 60, 18000 Niš, Serbia

WORK EXPERIENCE

- **Sep 2022 – Present: [Geek Area](#)**
(Founder, CEO) - Providing consultation services in the field of informational technologies to companies and organizations that want to become digital and/or expand, automate and optimize their services.
- **Aug 2010 – Present: [SERB-CRAFT](#)**
(Founder, President) - The biggest Minecraft server network and game community in Serbia, daily satisfying more than 2500 players from the Balkans! We have a team of more than 15 moderators that are working on server improvements. After leading the team, I am also working on bringing new members, doing public relations and fixing critical bugs.
- **Oct 2016 – Jul 2017: [e-Gear.NET Hosting](#)**
(Business Development, PR, Business Communication) - The company based in Serbia with a purpose of game and voice hosting and support for server owners, helping to create new communities for gamers.

VOLUNTEER WORK and NGO experience

- **Mar 2021 – Apr 2023: [DIONE](#) - Digitalising mobility and international networks with open education**
(IT expert) – Erasmus project with a consortium of European universities: Humboldt-University of Berlin, University of Belgrade, University of Granada, Université catholique de Louvain, University of Oslo, University of Wolverhampton. The goal of the projects is to create open courses within the social sciences at an international and interdisciplinary network. Courses are offered in several digital formats and offer important subject-specific digital competencies at three levels: digital research methods for students, digital key, as well as teaching competencies for teachers and critical digital literacy. The courses will be multilingual, and the Teach Me organization is involved to use its expertise in digital teaching to create a platform on which the entire project will function.
- **Nov 2021 – Dec 2022: [Get fair job in school](#) (srb: Pošteno do posla)**
(IT expert) – Advocacy project for teachers that cannot get into Serbia's educational system because there are no criteria for employment. In this project, we organized meetings with the government, involved parents, students, teachers and other stakeholders and created a film about collected case studies.
- **Mar 2021 – Jun 2021: [For better education](#) (srb: Za bolje obrazovanje)**
(IT expert) – The conference is intended for educators, teachers and activists who deal with or want to deal with education in an innovative way. The goal is to create a dialogue between all those who understand the value of education, lifelong learning and innovation in this field. The program consisted of 7 lectures by speakers on different topics, workshops that took place in 2 blocks and 2 panel discussions in which the speakers participated.
- **Mar 2020 – Feb 2021: [Knowledge should not bug](#) (srb: Znanje da ne baguje)**
(IT expert) – An initiative created at the very beginning of the state of emergency caused by the COVID-19 pandemic, with the aim of helping teachers digitize their classrooms. Through interactive shows broadcast in the form of YouTube live, teachers were able to learn the basics of digital teaching in a practical way and find out how to make their distance lessons equal, if not better, compared to those from school desks. The videos were broadcast on Milan Petrović's YT channel, and the content is still relevant today after the end of the pandemic due to greater interest in organizing online classes.
- **Jan 2019 – Apr 2019: [Digital humanities](#)**
(Tech support, IT lead) – The conference was organized with the aim of pointing out the changes in the field of education that are happening in our environment, as well as pointing out the scope and possibilities of digital humanities within the education system in Serbia. The Faculty of Philology of the University of Belgrade and the Ministry of Trade, Tourism and Telecommunications of the Republic of Serbia participated in the organization. The speakers were domestic and foreign experts from the University of Belgrade, the University of Algarve (Portugal) and the University of Graz (Austria), as well as guests from the National Center for Digitization, the Ministry of Trade, Tourism and Telecommunications, Petnica and Microsoft. The program was implemented through 3 thematic blocks within 12 sessions, and this two-day conference had 60

participants who pointed to examples of good practice related to the application of modern technologies in teaching within primary and secondary education. The organizers created a manual and an interactive website with the aim of spreading knowledge about digital tools and materials that are needed to work in a modern digital classroom.

- **Nov 2018 – May 2019 & Oct 2021 – July 2022: [Youth Innovation Center](#)**
(Project coordinator, IT & logistics mentor) – The program is divided into two stages: the period of education and mentoring and the period of realization of the students' selected ideas. In addition to online workshops and educational visits, program participants attended numerous interactive online meetings during which they could exchange opinions and gain new experiences. The final event was a conference where participants presented their ideas to members of the general public. The final stage of the project involves the purchase of the necessary equipment from the money donated by companies and friends of the organization at the conference, as well as monitoring the participants after starting their projects. The goal of this program is to motivate and empower secondary vocational school students from southeast Serbia to complement their professional knowledge and skills with the "soft" skills needed by every entrepreneur and to design a product or service that they could offer to potential clients.
- **Dec 2017 – Oct 2020: [UNBOX Hub of innovative education](#)**
(General manager) – Managing young people in public space while they produce activities for other local youth (clubs, workshops, events, etc.). Creating systems and procedures to maintain the structure, also communicating internally and externally with members totally digital.
- **Sep 2017 – Apr 2018: [Humans of the Balkans](#)**
(IT lead) – Digital media campaign aimed at highlighting the diversity and universal humanity of those living across the Balkans. The project seeks to start a dialogue to break down the negative political and national stereotypes among the Balkan countries. Humans of the Balkans put emphasis on the things that unite people, make them proud, and allow them a greater understanding of one another. It also seeks to facilitate a discussion of problems, political issues, and challenges the people of the Balkans face, in a constructive, empathetic manner.
- **Jan 2017 – Dec 2017: [CodeRobotic](#)**
(Designer, Logistics) – Workshops for elementary school students teaching them algorithm way of thinking and how to code in Scratch using EdBot Robots.
- **Mar 2016 – Dec 2017: [elgralište](#)**
(IT expert, Team lead) – Project that is connecting Minecraft and education in Serbia, implementing a new modern type of studying. It's a part of Superste.net projects which are sponsored by Erste Bank Serbia as the most innovative and important for our society. With my team, we are working on mini games that have content like ones in school books. There are also contests in building monuments from real-life to in-game and answering historical questions to get points. Java programming skills that I gained from running SERB-CRAFT, I used on this project to develop mini games and plugins needed for the server to run the way it is planned. Currently elgralište covers more than 3000 students from Balkans.
- **Mar 2014 – Apr 2017: Festival "Nauk nije bauk"**
(Tech support, IT lead) - Festival that lasts for 2 days and is organized every year in Niš and represents a big educational manifestation for our city. In 2 days more than 20000 people, including kids with parents, students and adults have a chance to see science experiments and new educational innovations. Technical support team that I created and am leading is working on representation of the festival on social media, maintaining the website and [livestreaming](#) the festival by creating a 18 hour long program. The team has 15 members (cameramen, hosts, administration, video mix, audio mix, ...) and all of them took workshops every year as a best way for preparation. I also did video filming and edits that are featured on the YouTube channel.
- **Jan 2017 – Oct 2018: [Heroes are learning differently](#) (srb: Heroji uče drugačije)**
(IT expert) - Documentary about dyslexia that educates people what dyslexia is and how people having it live with it and have excellent careers. [The film](#) was played in the cinema with more than 200 people watching. I did the filming, audio and video editing. Project was supported by the Trag Foundation. After the premier of the documentary Heroes are learning differently, and hearing about dyslexia problem here in Serbia, we decided to push things forward and start a public advocacy towards people discovering dyslexia early and

providing them the help they need. This project is aiming to add a simple test for dyslexia in 3rd grade of elementary school on regular physical examination.

- **Sep 2016 – Apr 2017: [Teach me to...](#)**
(Video production) - Educational [videos](#) about mastering bicycle skills and encouraging people to ride it.
- **Jul 2016 – Present: NGO Teach me (srb: Nauči me)**
(IT Administrator) – Focused on innovations in education, self-learning and democratization of knowledge.
- **Apr 2016 – Sept 2016: [Vučilo – Dolina magičnih reči](#)**
(IT Backend) - Mobile application-game for learning and practicing Serbian spelling and grammar. I worked incorporation with a Java developer and created MySQL database structure and coded PHP back-end panel for admins of the app to add examples and see statistics that the app collected.

SKILLS AND COMPETENCES

Languages: Mother tongue: Serbian | Other languages: English (C1)

- IT service and project management
- Cyber security advisory
- Analysis and risk assessment
- Programming in different languages (PHP, Java, C++)
- Web design and CMS Management & Administration (HTML, CSS, Joomla, Wordpress)
- Database structuring and administration (MySQL)
- Filming, video edits and production (Sony Vegas, Adobe Premier, After Effects)
- Photo editing and promo material design (Photoshop)
- Advance use of social media advertising and analytics tools
- Advance use of Windows & Linux
- Advance use of Microsoft Office Pack
- Education and knowledge sharing
- Teamwork and dedication

KEY QUALIFICATIONS

1. IT expertise (working with computers since 5 years old, created online community of young gamers and IT users, using programming languages and IT tools for creating new systems that help people use tech for good, last 6 years combining IT with education and guiding students and teachers, last year focused on digitalisation of businesses, automation and optimization of processes and technical support in digital aspects)
2. Design thinking (passed certified education in order to use this process and related methodologies which can help in creating services or products that suit people's needs and constantly improving them so they stay relative)
3. Youth work (was coordinator of 5+ projects that involved youth as main beneficiaries, also mentored young people in order to develop their digital ideas into businesses)