

MATTEJ PETROVIC

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EDUCATION

Chas Academy Sep 2025 – Jun 2027
IT & Cybersecurity Engineering

Coursera / Google Nov – Dec 2025
Google Cybersecurity Professional Certificate

Futuregames Sep 2024 – Jul 2025
Game Programming

IntensivePT Mar – Jun 2021
Personal Trainer & Nutritional Advisor

NTI Gymnasiet Aug 2017 – Jun 2020
IT Engineering

COMPETENCIES

Cybersecurity: Network Security, Incident Response, Risk Assessment, Threat Modeling

Frameworks & Principles: NIST CSF, MITRE ATT&CK, CIS Controls, Zero Trust

Cloud & DevSecOps: Docker, Kubernetes, Terraform, GitHub Actions, Trivy, CI/CD

Tools: Linux, Bash, Python, Git, Wireshark

AI & Automation: Prompting, AI Agents, AI Integration, Voiceflow

LANGUAGES

Swedish – Fluent

English – Fluent

Croatian – Native

PROFILE

Curious and analytical cybersecurity professional who thrives when given the opportunity to understand, build, and secure systems in practice. Experienced with technical projects and labs spanning networking, cloud, container security, CI/CD, and automation using tools such as Docker, Kubernetes, Terraform, GitHub Actions, Trivy, and GCP. Also deeply interested in AI and how intelligent tools can be used to streamline workflows. Looking for roles where a security focused mindset, strong problem solving ability, and technical depth are valued.

EXPERIENCE

Team Lead, Career Program, Chas Academy Nov 2025 – Present

- Leading a team within the career program with responsibility for planning, progress tracking, and delivery against defined goals and deadlines
- Building and maintaining the team's CRM, managing leads and following up on individual contributions to ensure progress
- Identifying and reaching out to IT and cybersecurity companies for networking, and coordinating team participation in industry events

Esports & Performance Coach, Freelance Jan 2021 – Dec 2024

- Provided one on one coaching focused on systematic, long term performance improvement
- Analyzed match data and identified key patterns in player decision making
- Trained critical thinking, mental discipline, and composure under pressure

Event Sales Representative, Face2Face Jun – Dec 2020

- Promoted products directly to customers at events and public venues
- Consistently exceeded sales targets through strategic communication and client engagement

Muay Thai Instructor / Front Desk, Boxcross Mar 2017 – Dec 2019

- Led classes for beginners and experienced members, managed scheduling and membership operations
- Built client relationships and maintained a welcoming, high energy training environment

PROJECTS

NetTrap Mar 2026

Developed a desktop-based honeypot monitoring application to simulate and observe SSH and HTTP activity in real time. Implemented features for logging, session analysis, data export, and IP-based activity visualization within a GUI-driven interface. The project was designed to explore how attacker behavior can be captured, structured, and analyzed in a practical environment.

github.com/Mattej-Petrovic/NetTrap

CyberBase Feb 2026 – Present

Designed and developed a full stack web application for learning, reviewing, and applying cybersecurity concepts. Defined the app's architecture, functionality, and content, from data model and authentication flow to quiz logic and command reference library. Integrated contextual AI that lets users highlight text and receive explanations tailored to the topic and page. Built with Firebase and MongoDB, deployed publicly on Vercel.

cyberbase.vercel.app

AI Automation Mar 2025 – Present

Designed and built an AI powered customer service chatbot from scratch in Voiceflow, including a demo website as the chatbot's knowledge base. The chatbot handles customer inquiries autonomously through an integrated knowledge base, with Airtable for data management and Calendly for direct booking in the chat. Implemented intent handling, fallback logic, and form flows. Also exploring voice AI, n8n, and Make.com for broader automation workflows.

Purr-suit of Freedom Apr – May 2025

Isometric endless runner developed in an international team (~15 people) at Futuregames across programming, art, game design, production, and product ownership. R