

Luka Habuš

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<https://github.com/lukahabus>

WORK EXPERIENCE

University of Zagreb, Faculty of Electrical Engineering and Computing

Team lead / Unity developer

Oct 2021 – Jan 2022

- managed a team of 5 students in *Project* class
 - VR chemical lab for the Oculus Quest
- <https://github.com/lukahabus/VRChemicalLab>

University of Zagreb, Academy of Dramatic Art

Video game producer

Sep 2021 – Nov 2021

- participated in the pilot program of the [Edu4Games](#) project
 - mobile game A Walk in the Park
- <https://github.com/lukahabus/Walk-in-a-Park>

Zagreb

Photographer and project manager of *Sto ljudi – sto ćudi*

May 2021 – Nov 2021

- <https://www.stoljudistocudi.com/>

University of Zagreb, Faculty of Electrical Engineering and Computing

Front-end web developer

Oct 2020 – Jan 2021

- project as part of the *Software Engineering* class
 - agile platform for task management
- <https://github.com/lukahabus/PROGI>

EDUCATION

University of Zagreb, Faculty of Electrical Engineering and Computing

- Pursuing BSc in Computer Science

Oct 2018 – Jul 2022
(expected)

Infinum Academy, Zagreb

- Ruby on Rails course

Jul 2021 – Aug 2022

MAJOR ACHIEVEMENTS

Informatics participation at the 2014 national competition in informatics

TECHNICAL SKILLS

Intermediate **C/C++, Java, Linux, Git**

Basic **Unity, Python, Ruby on Rails, HTML, CSS, JS, Docker, ROS, C#, R, PostgreSQL**

OTHER SKILLS AND INTERESTS

Languages Croatian (native), English (fluent – C1), German (fluent – C1/C2)

Interests video game development, saxophone playing, photography, drone flying, competitive programming