Luka Habuš

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https://github.com/lukahabus

WORK EXPERIENCE

GDi Winter Workshops, GDi

Full-stack developer   Feb 6 – Feb 17 2023
- developed a web app for keeping track of sensors
  - used technologies: .NET Core, Angular, SQL Server, OAuth 2.0, Business Process Manager
    https://github.com/lukahabus/WinterAcademy

LUMEN Development

Team lead / Front-end web developer   Feb 2022 – May 2022
- student competition in web and mobile app development
  - progressive web app for checking out the daily menu in student caffeterias and keeping track of nutritional values of food
    https://github.com/lukahabus/sto-se-jede

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

EDUCATION

University of Zagreb, Faculty of Electrical Engineering and Computing

- Pursuing BSc in Computer Science (third year)

MAJOR ACHIEVEMENTS

Programming	participation at the Span Hackathon as part of the FronEd 2022 workshop
Informatics	participation at the 2014 national competition in informatics

TECHNICAL SKILLS

Intermediate	**C/C++, Java, C#, Linux**, **Git, Python, .NET Core**
Basic	**Unity, HTML, CSS, JavaScript, NodeJS, PostgreSQL, React, Angular**

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