

WORK EXPERIENCE

LUMEN Development (<https://www.estudent.hr/projekti/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>

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 (third year)

MAJOR ACHIEVEMENTS

Informatics	participation at the 2014 national competition in informatics
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TECHNICAL SKILLS

Intermediate	C/C++, Java, Linux, Git, Python
Basic	C#, Unity, HTML, CSS, JavaScript, NodeJS, PostgreSQL, React

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