

WORK EXPERIENCE

GDi

Junior Software Engineer Mar 2023 – Aug 2023

- web application for telecom
 - used technologies: .NET Core, Angular, SQL Server

LUMEN Development

Team lead / Flutter Developer Feb 2023 – Jun 2023

- student competition in web and mobile app development
 - developed a mobile platform for real-world city exploration games – Urban Escape
<https://github.com/lukahabus/UrbanEscape>

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

- Bachelor of Science in Computing
- currently pursuing a master's degree in computing

MAJOR ACHIEVEMENTS

Programming	won third place at the LUMEN Development competition (2023.)
Project Management	coordinated the technology arena at STEM Games (2023.)
Programming	won third place at the Money Motion Hackathon (2023.)
Informatics	participation at the national competition in informatics (2014.)

TECHNICAL SKILLS

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

OTHER SKILLS AND INTERESTS

Languages	Croatian (native), English (fluent – C1), German (fluent – C1/C2)
Interests	playing the saxophone, photography, drone flying, competitive programming