

## WORK EXPERIENCE

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### GDi

Full Stack Developer

March 2023 – currently

- working on web applications for telecoms
  - tech stack: .NET Core, Angular, SQL Server, OAuth 2.0, Business Process Manager

### 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

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### University of Zagreb, Faculty of Electrical Engineering and Computing

- Bachelor of Science in Computing

## MAJOR ACHIEVEMENTS

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Programming	won third place at the LUMEN Development competition (2023.)
Programming	won third place at the Money Motion Hackathon (2023.)
Informatics	participation at the national competition in informatics (2014.)

## TECHNICAL SKILLS

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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

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