

# Luka Habuš

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<https://github.com/lukahabus>

## WORK EXPERIENCE

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### 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

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### 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

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Informatics	participation at the 2014 national competition in informatics
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## TECHNICAL SKILLS

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Intermediate	C/C++, Java, Linux, Git
Basic	Unity, Python, Ruby on Rails, HTML, CSS, JS, Docker, ROS, C#, R, PostgreSQL

## 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