|  |  |
| --- | --- |
| Luka Habuš | habusluka@gmail.com  +385 98 931 8270  <https://github.com/lukahabus> |

|  |  |  |
| --- | --- | --- |
| work experience | | |
| **GDi Winter Workshops, GDi** | | |
| Full-stack developer   * 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> | Feb 6 – Feb 17 2023 | |
| **LUMEN Development**  Team lead / Front-end web developer   * 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   * managed a team of 5 students in *Project* class * VR chemical lab for the Oculus Quest   <https://github.com/lukahabus/VRChemicalLab> | | Feb 2022 – May 2022  Oct 2021 – Jan 2022 |
| **University of Zagreb, Academy of Dramatic Art** | | |
| Video game producer   * participated in the pilot program of the [Edu4Games](http://edu4games.adu.hr/hr/pilotiranje-programa.html) project * mobile game A Walk in the Park <https://github.com/lukahabus/Walk-in-a-Park> | | Sep 2021 – Nov 2021 |
| EDUCATION | | |
| **University of Zagreb, Faculty of Electrical Engineering and Computing** | | |
| * Pursuing BSc in Computer Science (third year) | |  |

|  |  |
| --- | --- |
| MAJOR ACHIEVEMENTS | |
| Programming  Informatics | participation at the Span Hackathon as part of the FronEd 2022 workshop  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 |