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

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| work experience | | |
| **GDi** | | |
| Full Stack Developer   * working on web applications for telecoms * tech stack: .NET Core, Angular, SQL Server,  OAuth 2.0, Business Process Manager | March 2023 – currently | |
| **LUMEN Development**  Team lead / Flutter Developer   * 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   * managed a team of 5 students in *Project* class * VR chemical lab for the Oculus Quest   <https://github.com/lukahabus/VRChemicalLab> | | Feb 2023 – Jun 2023  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** | | |
| * Bachelor of Science in Computing | |  |

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

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

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| 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 |