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

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| work experience | |
| **LUMEN Development (**[**https://www.estudent.hr/projekti/lumen-development**](https://www.estudent.hr/projekti/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 |
| **University of Zagreb, Faculty of Electrical Engineering and Computing** | |
| Front-end web developer   * project as part of the *Software Engineering* class * agile platform for task management   <https://github.com/lukahabus/PROGI> | Oct 2020 – Jan 2021 |
| EDUCATION | |
| **University of Zagreb, Faculty of Electrical Engineering and Computing** | |
| * Pursuing BSc in Computer Science (third year) |  |

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| MAJOR ACHIEVEMENTS | |
| Informatics | participation at the 2014 national competition in informatics |

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| TECHNICAL SKILLS | |
| Intermediate | **C/C++,** **Java, Linux**, **Git, Python** |
| Basic | **C#, Unity, HTML, CSS, JavaScript, NodeJS, PostgreSQL, React** |

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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 |