LUKA AŽMAN

SOFTWARE DEVELOPER

040 857 636

luka.azman9@gmail.com

Naklo, Slovenia

Portfolio

GitHub

LinkedIn

EDUCATION

University of Ljubljana, Faculty of Computer and Information Science
First cycle · BSc in Computer and Information Science (professional)
2024 – present

Secondary Technical School, School Centre Kranj
Level V · Computer Technician
2019 – 2023

TECHNICAL SKILLS

Languages
Python, Java, SQL, C, C#, JavaScript, TypeScript

Web
HTML, CSS, Cloudflare, GitHub Pages, Decap CMS

Development environments
VS Code, JetBrains IDEs, Android Studio, Unity, Unreal Engine

Tools
Git / GitHub, Adobe Suite, Azure, Blender, Aseprite, Microsoft Office

Systems
Windows, Linux

RELEVANT KNOWLEDGE

Program Security, Fundamentals of Artificial Intelligence, Graphic Design, Information Systems, Computer Graphics, Algorithms and Data Structures, Databases, Computer Networks, Computer Architecture, Operating Systems.

PROFILE

A software developer primarily focused on website and application development. I gained experience developing a website for the Intermunicipal Association of Persons with Disabilities Kranj and during an internship in Iskraemeco's IT department. I am currently studying computer and information science at the University of Ljubljana's Faculty of Computer and Information Science. I enjoy solving more demanding technical problems and quickly learning new tools and programming languages.

PROJECTS

MDI Kranj *2026 · Student work*
Website for the Intermunicipal Association of Persons with Disabilities Kranj.
JavaScript · TypeScript · Cloudflare · Decap CMS

GymChaos *2026*
Fitness arcade fighting 3D game. **Unity · C# · Blender**

CodeRouter *2026*
Desktop wrapper for Codex and Claude Code using free OpenRouter models.
Python · Tkinter · OpenRouter API

FullScanSecurity *2026*
Mobile security scanning application. **Android Studio · Java**

CineScore *2025 · University project, 2-person team*
Website for movie reviews and ratings, built in .NET. **C# · JavaScript · Azure**

CrimsonDawn *2025 · University project, 3-person team*
Doom clone, 3D game developed using WebGPU. **WebGPU · JavaScript · Blender**

UpNote *2025*
Minimalist Markdown file editor. **Python · HTML · CSS**

PixeLife *2024*
2D pixel-art walking simulator. **Unity · C# · Aseprite · Ink**

SimpleSearch *2024*
Chrome extension for faster browsing with custom commands. **JavaScript · HTML · CSS**

Backrooms *2022–2023 · High school graduation project*
Horror 3D game built with visual scripting. **Unreal Engine · Blueprints**

WORK EXPERIENCE

Website development — MDI Kranj
June – July 2026 · student work

- Developed a website for the Intermunicipal Association of Persons with Disabilities Kranj.

IT department internship — Iskraemeco d.d.
October 2021 · internship

- Maintained and updated company websites within the IT department.

Other
Seasonal work (hospitality, sales, logistics) — Mercator IP, Alpe-Panon, We Move, 2020–2025.

ADDITIONAL

In my free time, I most enjoy developing games—from the action game GymChaos in Unity to the horror game Backrooms in Unreal Engine. I occasionally develop a web application or tool, especially while trying out new technologies. A complete overview of my projects can be found at: lukaazman.dev