

LUKA AŽMAN

SOFTWARE DEVELOPER

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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](#)

PixelLife 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