

# Mark Loboda

*Software Engineer*

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## EDUCATION

Bachelor's degree (not finished yet)

University of Ljubljana

Faculty of Computer and information Science

GPA: 9.231 / 10.0

October 2019 - current

## SKILLS

- Java/Kotlin/C#
- Python
- JavaScript (NodeJS, WebGL)
- C/C++
- Assembly (ARM)
- VHDL
- HTML/CSS
- SQL (MySQL)
- Git
- R

## PERSONAL PROJECTS

### WebGL2 Game: Mansion Of Terror

- Technologies: JavaScript, WebGL2, HTML, CSS
- Github repository: <https://github.com/markloboda/Mansion-Of-Terror>
- Link to the game: <https://markloboda.github.io/Mansion-Of-Terror-deploy/>

### Android app: Dangerousness of Slovenia

- Analyzing and showing data
- Technologies: Python (Jupyter Notebook), Kotlin
- Github repository: <https://github.com/markloboda/PR21mlfjs>

### ESP32 WiFi controlled car

- Embedded systems, Arduino
- Technologies: Kotlin, C/C++, Arduino
- Github repository: [https://markloboda.github.io/sources/esp32\\_RCCar/report.html](https://markloboda.github.io/sources/esp32_RCCar/report.html)
- Link to report: [https://markloboda.github.io/sources/esp32\\_RCCar/report.html](https://markloboda.github.io/sources/esp32_RCCar/report.html)

Other projects can be viewed on my webpage <https://markloboda.github.io> or on my github <https://github.com/markloboda>.

## WORK EXPERIENCE

### GeoZS - Geological Survey of Slovenia

- Position: Web Developer
- Duration: 2 months
- Tasks: Developing a web application for the Geological Survey of Slovenia using ArcGIS
- Technologies: HTML, CSS, JavaScript (NodeJS), ArcGIS

### Guardiaris

- Position: Game Engine Developer
- Duration: 3 months (in progress)
- Tasks: Implementing vehicle physics simulation for the in house game engine
- Technologies: C++, C#