Emanuel Levatić

Birth: 10.01.2002.

Contact

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Languages

English - B2
German- A1

Work

- Smart bulb ⧉
  - Project on college Razvoj umreženih sustava
- 3D game - final thesis ⧉
  - Downloag finished game

Additional information

Driver - B category

Education

2020 - 2023

Faculty of organization and informatics

- **Information and business systems** - Creation of program support and operation of modern information systems, knowledge of network infrastructure and the ability to administer networks, design of databases with the ability to administer them, programming in one of the programming languages, programming of network applications

- Networked systems and computer games (Module) - The field of networked systems includes four components: cyber-physical systems, the Internet of Things, the Internet of Services and smart factories. Computer games are also an important direction in the development of informatics, which connects numerous disciplines such as design, creativity, multimedia and programming.

2016 - 2020

Obrtnička škola Koprivnica

- Computer technician - Planning and maintenance of local networks, databases, application of IT technology, operating systems, creation of websites, programming, creation of multimedia content

Work experience

Summer work:
- KasparPapir - work on machine
- ACG Europe - capsule production
- Arbona d.o.o. - professional practice

Skills

Programs:
- MS Office programs
- Visual Studio, Visual Studio Code, DBeaver, Microsoft Azure
- Sony Vegas, DaVinci Resolve, Photoshop CC
- Unity, 3D Builder

Program languages:
- HTML, CSS, JavaScript
- C#, C++, Java

Hobbies

- In my free time I play soccer and cycling