

CONTACT

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in hgluka

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SKILLS

GENERAL:

- Software Engineering
- Languages/Compilers
- Software Verification
- Security
- Machine Learning

LANGUAGES:

- Common Lisp
- Racket
- Java
- Python
- Rust
- OCaml
- HTML/CSS/JavaScript/TeX

SYSTEMS/TOOLS:

- Linux
- git

LUKA HADŽI-ĐOKIĆ

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SUMMARY

A software engineer with a mathematics background and lots of personal projects, open source contributions and research experience. Interested in and passionate about programming languages, software verification, functional programming and many other topics.

EDUCATION

Bachelor of Computer Science
Faculty of Sciences, University of Novi Sad

2016 - 2025

WORK EXPERIENCE

Software Engineer
4Create

Feb 24 - ongoing

Worked on a project involving clinical studies in an agile environment by configuring them using Java, XML and Python. Performed technical interviews and helped onboard new team members.

Software Engineer
Atlas

Jun 23 - Oct 23

Worked on Nyxt, the hacker's browser written in Common Lisp. Implemented new history import functionality from other browsers, worked on rewriting the settings front-end and back-end. Did bug fixing and maintenance.

Research Intern
IMDEA Software Institute

Oct 21 - Apr 22

Worked on an algorithm that decides the inclusion between ω -visibly pushdown automata. Implemented omegaVPLinc, a prototype tool written in Java using this algorithm and performed experiments to compare it to existing solutions.

Software Engineering Intern
Seven Bridges Genomics

Jul 19 - Oct 19

Worked with a team of interns on an internal management platform written in Java. Used the Spring framework on the back-end to make a microservice-based web application.

PUBLICATIONS

Antichains Algorithms for the Inclusion Problem Between ω -VPL
Kyveli Doveri, Pierre Ganty, Luka Hadži-Đokić

DOI

TACAS 2023. Lecture Notes in Computer Science, vol 13993

ACHIEVEMENTS

SCC 2021

Third place

Part of the third place team at the Serbian Cybersecurity Challenge 2021 CTF.

Cyber Education Day 2020

First place

Part of first place team at CTF organized by CRDF Global in 2020.

Descon Hackaton 2018

First place

Part of first place team at Descon Hackaton in 2018. The project consisted of a very cheap air pollution sensor that sends data via MQTT.

BSPEE 2016

Honorary mention

Honorary mention won outside of the main competition at the Baltic Sea Philosophy Essay Event, regional qualifiers for the Philosophy Olympiad in Finland and Norway.

PROJECTS

omegaVPLinc

Java

[Project page](#)

An implementation of an algorithm that checks for inclusion between two ω -VPAs using quasiorders and antichains.

procsland

Racket

[Project page](#)

A procedural island map generator based on cellular automata. Written in Typed Racket as proof of concept to be used in a future game project.

bark-lang

Nim

[Project page](#)

An interpreter for a Forth-like language, developed as part of an independent research project about synthesizing Forth programs.

Robin Hood

Rust

[Project page](#)

2D game in which you play as Robin Hood, trying to rob a castle before you're caught by guards.

EXTRAS

- Contributed to the Racket Programming Language.
- Contributed to the BeeWare project.
- Enjoys reading fantasy almost as much as technical documentation.
- Loves playing board games.