Luka Micevic

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EDUCATION

Arizona State University

Master of Science in Computer Science

Arizona State University

Bachelor of Science in Computer Science

EXPERIENCE

ASU Touch Experience and Accessibility Lab

Research Assistant

- Human-Computer Interaction: Apply principles of HCI to design and evaluate systems that improve user experience and optimize the interaction between users and technology for efficiency and ease of use.
- User Interface: Develop and enhance the visual and interactive components of software, ensuring they are intuitive and accessible to improve the overall user experience.
- User Research: Conduct research to observe user behaviors, collect feedback, and analyze data, using insights to design systems that better meet user needs and expectations.
- Haptics: Work on projects that integrate haptic feedback, simulating touch and physical sensations to improve user interaction with devices in more immersive and responsive ways.
- Accessibility: Design and implement accessibility features to ensure systems are inclusive, allowing people with diverse abilities to effectively interact with and use the technology.
- Unity: Utilize Unity to develop interactive extended reality simulations, incorporating 3D modeling, animations, and real-time user interactions to create dynamic virtual environments.
- Human-Robot Interaction: Research and develop systems that enhance communication and collaboration between humans and robots, focusing on improving robot behaviors to make them more intuitive and responsive

Arizona State University

Teaching Assistant

- **Tutoring**: Supported and tutored students in the Principles of Programming (CSE 110) class at ASU by clarifying core programming concepts, helping students troubleshoot and solve coding challenges, and providing feedback on assignments and projects.
- Instruction: Instructed students during laboratory sessions by guiding them through tasks, answering their questions, and providing assistance to help them understand and complete their assignments, fostering a deeper understanding of fundamental programming skills and promoting confidence in their coding abilities.
- Engagement: Facilitated group discussions to engage students in active learning by encouraging collaborative problem-solving, open dialogue on coding strategies, and critical thinking. This helped students explore different approaches, exchange ideas, and deepen their understanding of key programming concepts.

PROJECTS

- Year on Psyche Simulation: Year on Psyche is a web-based simulation of the asteroid 16 Psyche built in collaboration with ASU faculty, and NASA sponsors to develop an immersive user experience utilizing HTML, React, CSS, and JavaScript.
- CarComplaint: CarComplaint is a full-stack project built in the .NET framework with C#, ASPX, and the NHTSA public API, allowing users to search through car complaints and view the most commonly used words in each complaint for better insights.
- Mental Health Regression Model: Back-end project where I applied a Random Forest Regression model to analyze the impact of sleep, work, and physical activity on mental health severity, delivering actionable insights into behavioral influences.

SKILLS

- Languages: HTML, CSS, Javascript, Python, Java, C#, C++, SQL
- Frameworks: React, JavaFX, Unity, .NET, Node. js, pandas, TensorFlow, SciKit-Learn, Keras
- Soft Skills: Agile Methodology, Project Planning, Communication, Teamwork, Creativity, Critical Thinking

Tempe, AZ Aug. 2024 – May. 2026

Tempe, AZ Aug. 2021 – May. 2025

Tempe, AZ

Tempe, AZ

Aug. 2022 - Dec. 2022

Oct 2024 - Present