NIK JAN ŠPRUK

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nik.janspruk@gmail.com

Portfolio
https://nyanspruk.com

EDUCATION

Masters of Science (Business Informatics) **2024 – 2027**
University of Ljubljana, Faculty of Economics

Bachelor of Computer and Information Science **2020 – 2024**
University of Ljubljana, Faculty of Computer and Information Science
- GPA: **8.6/10**
- Received a distinction for a project in a networking class regarding port vulnerabilities
- Exchange student at Kyungpook National University, **South Korea** (Feb. – Jun. 2022)

SKILLS

Proficient: C#, Java, Python, JavaScript, HTML, CSS, SQL, .NET, Linux
Good: React, C, Angular, Tailwind , AJAX, Mongo

EXPERIENCE

Software Engineer, Backend

Medius (Java, Quarkus, SQL) **June 2023 – Present**
- Contributed to backend development using Java and Quarkus for enterprise systems. Implemented RESTful services and database logic, strengthening understanding of scalable backend design.
- Reworked the backend of the in-house framework for development.
- Helped with implementing backend for the government probation system.

Freelancer, Web

Emix (Wordpress) **2025**
- Redesigned website for a construction company, using a modern design.

Software Engineer, Web

iSYSTEM (C#, .NET, Vue, SQL) **June 2021 – May 2023**
- Built and launched a standalone .NET Blazor web app for hardware component management, which enabled real-time tracking and reducing manual input time.
- Utilised an external API, formatted the data and automatised saving it into a database (postgresql)
- Added the notifications and warning system for drastic changes in the data we are interested in.
- Developed a prototype for visualising client data from our main product, impacting 100% of the users.

PROJECTS

Sprehajalko - Website (React (NextJs), Mongo) **In Development**
A user-friendly platform connecting dog walkers with owners, simplifying the experience of finding the perfect match for a seamless dog-walking experience.

VR Language Learning Game - Bachelor Thesis (Unity, C#, Blender, Oculus) **2023**
Open world language game, using VR technology to create a better learning environment.

PUBLICATIONS

LingoVerse: virtual language learning through gamification. **2025**
Špruk, Nik & Žnideršič, Klara & Marolt, Matija & Pesek, Matevž. (2025).
Virtual Reality. 29. 10.1007/s10055-025-01250-w

The Effects of Immersive Gamification on Student Motivation and Knowledge **2025**
Špruk, Nik & Žnideršič, Klara & Marolt, Matija & Pesek, Matevž. (2025).
LingoVerse: virtual language learning through gamification. Virtual Reality. 29. 10.1007/s10055-025-01250-w

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AWARDS

Business Hive – International Case Competition   2025
Placed in the top 3 after developing a dual-supplier cost optimization strategy for Lek, achieving up to 46% cost savings while improving supplier reliability and brand stability, and strengthening analytical, negotiation, and presentation skills in a multidisciplinary setting.

Dragonhack – Student Hackaton   2025
Developed an award-winning product (Lexicon) on the topic of "Best AI Agent", where we competed against 40+ teams.

Dragonhack – Student Hackaton   2024
Developed an award-winning product that received two rewards, making our team the only one to earn multiple awards out of 20 available. Competed against 30+ teams.
Rewards: Best code quality & Best SaaS Scaling Potential

Eestech Challenge – Student Hackaton   2021
Third place in a cyber security student hackaton, as the only team of freshmen.
The project was detecting network vulnerabilities Slovenia's biggest pharmaceutical company Krka.