



# Mario Miki - Vuak

Date of birth: 28/03/1989 | Nationality: Croatian | Phone: (+385) 993237737 (Mobile) | Email address: [m.vucak@gmail.com](mailto:m.vucak@gmail.com) | Website: [www.culex.hr](http://www.culex.hr) | LinkedIn: <https://www.linkedin.com/in/mario-mikic-vucak/> | Whatsapp Messenger: +385 99 323 7737 | Address: Zagorska 134, 31309, Grabovac, Croatia (Home) | Transforming the world with creativity and technology.

## About me

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I am Mario Miki - Vuak, an engineer dedicated to exploring the frontiers of experience. With over 8 years in XR technologies, I lead Culex d.o.o. as CEO, focusing on delivering creative solutions in VR, AR, and 3D modeling. My passion lies in merging technology and storytelling to build experiences that resonate across industries. I am committed to pushing the boundaries of what's possible while fostering a collaborative and innovative environment. Outside of work, I find inspiration in family, music, and the art of poetry, which fuel my creativity and keep me grounded.

## Work experience

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**Computer scientist** | HEP | 01/01/2010 - 01/01/2011 | Osijek, Croatia

Main Activities and Responsibilities:

Provided meticulous computer equipment servicing, network maintenance, and technical support, ensuring optimal system functionality.

Maintained server databases, operated system updates, and managed Windows network domains for efficient IT service delivery.

Conducted hardware servicing and provided customer support, playing a crucial role in maintaining overall IT infrastructure.

**Call Centre Agent** | Optima Telekom | 01/01/2012 - 01/01/2012 | Osijek, Croatia

Main Activities and Responsibilities:

Performed sales and client service tasks, enhancing customer experience through effective communication and contract management.

Provided product support and addressed customer inquiries, honing skills in client relations and negotiation.

**3D Generalist** | Nova-Lux | 01/01/2012 - 31/12/2015 | Osijek, Croatia

Main Activities and Responsibilities:

Designed and collaborated on 3D lighting, modeling, and animation projects using software such as 3D Studio Max, AutoCAD, and Dialux for clients across different industries.

Played a significant role in major projects like the Doha Handball Arena and Izmit Bay Bridge, contributing detailed 3D lighting simulations and visualizations.

Produced high-quality graphic design and multimedia content utilizing Adobe Suite, working closely with the creative team to enhance project outcomes.

**CEO / Director** | Culex | 15/11/2015 - Current | Osijek, Croatia

Main Activities and Responsibilities:

Designed, developed, and collaborated on various XR projects across VR, AR, and MR, creating immersive experiences for industrial and educational sectors.

Actively participated in creating custom hologram content and 3D viewers for cultural projects and cross-border collaborations.

Conducted hands-on training and workshops on XR technologies, including key projects like Erasmus+ VET-VR and Slavonika 5.1.

Contributed to the development of curriculum standards for 3D technology technicians in coordination with state institutions.

Managed and coordinated a team of 5 experts, overseeing project execution, client interactions, and strategic growth initiatives.

**Business or sector** Information and communication

**Web Developer and Designer** | TinkerLabs | 01/01/2020 - 31/12/2021

Main Activities and Responsibilities:

Developed and maintained website, focusing on user-friendly interfaces and responsive design to enhance client engagement.

Designed digital content, including graphics and layouts, aligning with brand guidelines and project requirements.

## Education & Training

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**Bachelor of Electrical Engineering (bacc.ing.el)** | Faculty of Electrical Engineering, Computer Science and Information Technology Osijek | 01/01/2009 - 01/01/2019 | Osijek, Croatia

Training to perform the tasks of a computer operator

Level in EQF 6

**Master's in Project Management (mag. oec.)** | University of Applied Sciences | 01/01/2023 - 31/12/2025 | Osijek, Croatia

Level in EQF 7

**Agile Project Management (Blended Intensive Programme)** | WSB Merito University, Wroclaw | 01/01/2024 - 31/12/2024 | Wroclaw, Poland

**Microqualification in Web Programming** | Potencijal Institute for Adult Education | 16/10/2023 - 02/02/2024

Completed a specialized training program focused on web programming, earning 9 CSVET credits. The training covered essential topics such as:

Web API Basics

Database Access via Web API

Client Code Interaction from Web API

The course consisted of 225 hours of training and practical work, successfully completed with an examination on 22 / 04 / 2024.

**Remote Pilot Certificate of Competency** | Croatian Civil Aviation Agency | 01/01/2022 - 31/12/2022 | Osijek

Certified as a remote pilot, indicating proficiency in operating unmanned aerial systems (UAS) according to national and international regulatory standards.

Valid until: 2027 04 04

## Language Skills

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Mother tongue(s): **Croatian**

	Understanding		Speaking		Writing
	Listening	Reading	Spoken production	Spoken interaction	
English	C1	C2	C1	C1	C2

## Skills

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Microsoft Office | Microsoft Word | Adobe (Photoshop, InDesign, Dreamweaver) | Rhinoceros 3D modelling software | Microsoft Powerpoint | 3D studio MAX | Lightwave 3D | Audacity (basics) | Adobe (Premiere, AfterEffects, Photoshop, InDesign, Audition) | Unity Real-Time Development Platform | Proficient with Adobe

Lightroom | Adobe Photoshop (Expert) | Sublime Text - HTML - inceptor | Html, Java, CSS | Multiple PHP (Laravel) Projects | PHP (7.x) | Content creation in Moodle and Wordpress

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## Job-related skills

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#### Job-related Skills

##### XR Development and Implementation

Extensive experience in developing and implementing XR solutions, including VR, AR, and MR projects. Skilled in using tools like Unity and Vuforia Engine to create immersive experiences tailored to client needs.

Example: Led the development of a VR application for the Erasmus+ VET-VR project, enhancing virtual training capabilities for educators.

##### 3D Modeling and Animation

Proficient in 3D modeling and animation, with expertise in software like 3D Studio Max and Adobe Suite. Experienced in creating realistic models and animations for various projects, including industrial design and educational applications.

Example: Created detailed 3D visualizations for high-profile projects such as the Doha Handball Arena and Izmit Bay Bridge during my tenure at Nova-Lux d.o.o.

##### Project Management

Strong project management skills, including planning, executing, and monitoring projects from concept to completion. Experienced in coordinating teams, managing budgets, and ensuring timely delivery.

Example: Successfully managed the Slavonika 5.1 project, where I coordinated a curriculum development initiative for 3D technology technicians in collaboration with state institutions.

##### Technical Troubleshooting and Problem-Solving

Skilled in identifying and resolving technical issues across software and hardware. Experienced in troubleshooting XR devices, computer systems, and network setups, ensuring smooth operation and minimizing downtime.

Example: Diagnosed and resolved complex issues with holographic devices for client projects, enabling seamless integration of XR content.

##### Digital Content Creation

Adept at creating digital content, including website design and multimedia content for marketing and educational purposes. Capable of designing user-friendly interfaces and visually engaging digital assets.

Example: Developed and maintained websites for TinkerLabs, focusing on responsive design and content optimization for diverse platforms.

##### Agile Methodologies

Knowledgeable in agile methodologies and their application in project management. Capable of adapting workflows to agile frameworks like Scrum to increase productivity and flexibility.

Certification: Agile Project Management, WSB Merito University, Wroclaw.

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## Honours and Awards

### Gold Medal for Biofeedback | INVENT UM Innovation Fair | 31/12/2011

Write here the description...Awarded for outstanding innovation in the field of biofeedback technology, recognizing the potential impact on health and wellness through innovative tech solutions.

### Gold Medal at INOVA Youth Innovation Exhibition | INOVA Youth Innovation Exhibition

Write here the description...Received for demonstrating excellence in youth innovation. The biofeedback project showcased the effective application of technology to promote wellness and garnered high praise from the jury.

### 3rd Place Diploma at the 4th National Youth Innovation Exhibition | National Youth Innovation Exhibition

Write here the description...Awarded third place in the national competition, recognizing innovation and creativity in the field of technology. The project received acclaim for its potential to make a significant impact on the industry.

## Conferences & Seminars

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**XR Technologies: A New Form of Storytelling** | 15/10/2022 - 15/10/2022 | University of Montenegro, Faculty of Philosophy, Montenegro

Write here the description...Delivered a presentation on how extended reality (XR) technologies are transforming storytelling across industries. Focused on the integration of VR and AR in educational and cultural settings, showcasing practical applications and future potential.

**The Role of XR in Creative Industries** | 08/06/2022 - 08/06/2022 | Croatian Chamber of Economy, Dubrovnik, Croatia

Presented on the impact of XR technologies within creative industries, highlighting examples of VR and AR projects that drive innovation in culture and tourism. Discussed the opportunities and challenges of adopting XR in various sectors.

**Empowering Education through XR** | 20/05/2023 - 20/05/2023 | IZZI Mo Obrazovanja Conference, Z  
Croatia

Engaged in a panel discussion on the use of XR technologies in education, exploring how VR and AR can enhance learning experiences and prepare students for future technological advancements.

**Digital Technologies – Augmented Reality in Cultural Heritage** | 18/03/2023 - 18/03/2023 | University of J. J. Strossmayer, Academy of Arts and Culture, Osijek, Croatia

Delivered a presentation on the role of augmented reality in preserving and promoting cultural heritage. Discussed how AR can enhance visitor engagement and provide immersive experiences in museums and historical sites.

**Exploring XR's Potential in Economic Development** | 22/09/2022 - 22/09/2022 | Creative Treasury Symposium, Faculty of Economics, Osijek, Croatia

Presented a seminar on the economic impact of XR technologies, focusing on their application in various industries and the potential for job creation and economic growth through immersive technologies.

**Virtual Reality and Its Applications in Education** | 12/10/2021 - 12/10/2021 | Interreg IPA Cross-border Cooperation Programme, Serbia

Conducted a workshop on virtual reality applications in education, providing hands-on experience with VR equipment and exploring how immersive learning environments can improve student engagement and knowledge retention.

**VR and AR for Industrial Training** | 14/10/2023 - 14/10/2023 | Regional Competence Center Slavonski Brod, Croatia

Participated in a conference exploring the use of VR and AR for industrial training. Discussed the development of interactive training modules that utilize XR technologies to enhance skill acquisition and safety in industrial environments.

**Occupational Safety through XR Innovations** | 05/06/2023 - 05/06/2023 | 23rd Occupational Safety Conference, Zagreb, Croatia

Presented on how XR technologies can improve occupational safety training. Highlighted virtual simulations that help workers practice safety procedures in realistic scenarios without risk, emphasizing the benefits for industries like manufacturing and construction.

**Youth and Digital Innovation: The Role of XR** | 20/10/2017 - 20/10/2017 | Faculty of Economics, Osijek, Croatia

Spoke on the intersection of youth engagement and digital innovation through XR technologies. Addressed how virtual and augmented reality can empower young innovators to explore new ideas and contribute to the digital economy.

**Hands-On Training with VR Equipment** | 18/07/2023 - 18/07/2023 | Erasmus+ Project VET-VR, Osijek, Croatia

Conducted a two-day workshop on VR equipment for educators and trainers. Covered practical aspects of VR setup,

usage, and maintenance, providing participants with hands-on experience and best practices for implementing VR in training programs.

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## Networks and Memberships

### Regional Partnership and Economic Council (RPIGV) RCK ELPROS | Current | Osijek, Croatia

Write here the description...Active member of the Regional Partnership and Economic Council, contributing to discussions and initiatives focused on regional economic development and educational advancements in the field of electrical engineering and technology.

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## Volunteering

### IT Days Organizer and Youth Educator - Pitagora Club | 01/01/2008 - Current | Beli Manastir, Croatia

Organized IT Days and participated in youth education activities. Responsibilities included arranging LAN parties, coordinating educational workshops, and presenting informative exhibits on information technology to inspire young people and promote tech literacy in the local community.

### Technology Volunteer at Dokkica (Association for Children and Youth) | 01/01/2021 - Current | Osijek, Croatia

Volunteering at Dokkica, an association focused on supporting children and youth through educational and creative programs. I assist with the organization's technological needs, such as website management and development of future applications. My contributions aim to enhance Dokkica's digital tools and expand access to resources that empower young people in the community.

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## Driving Licence

### Driving licence AM

### Driving licence B1

### Driving licence B

### Driving licence BE

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## Organisational skills

### Organisational skills

#### Project Planning and Prioritization

Effectively plan and manage multiple projects simultaneously, including complex XR projects. Skilled at prioritizing tasks to meet deadlines while maintaining high-quality standards.

Certification: Agile Project Management, WSB Merito University, Wroclaw.

#### Time Management

Strong time management skills, allowing for efficient use of time and achieving daily goals. I frequently apply techniques like the Pomodoro Method to enhance productivity and maintain focus.

Certification: Agile Project Management, WSB Merito University, Wroclaw.

#### Attention to Detail

Meticulous attention to detail, essential for overseeing all aspects of projects from initial design to final implementation. This skill has been instrumental in executing intricate XR projects with precision.

Achievement: Involved in the curriculum development for 3D technology as part of the Slavonika 5.1 project.

#### Delegation and Team Leadership

As CEO, I effectively delegate tasks and lead a team of five experts at Culex d.o.o., ensuring that each team member understands their responsibilities and contributes to the project's success.

Certification: Erasmus+ VET-VR, Two-day training for VR technologies.

#### Resource Allocation

Experienced in allocating resources to ensure optimal efficiency and goal achievement. Successfully planned and led projects with limited resources, particularly in challenging XR implementations.

Project: "Creation and fostering of common cooperating cross-border IT entrepreneurial community," Interreg IPA Croatia-Serbia.

## **Communication and interpersonal skills**

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### **Communication and interpersonal skills**

#### Public Speaking and Presentations

Strong public speaking skills, developed through delivering presentations at various conferences and events. I have presented on XR technologies at notable events, such as the University of Montenegro and the Croatian Chamber of Economy, Dubrovnik, effectively engaging diverse audiences.

Example: Presented on "XR Technologies: A New Form of Storytelling" at the University of Montenegro in 2022.

#### Team Collaboration and Leadership

Excellent interpersonal skills honed through leading a team at Culex d.o.o. I foster a collaborative work environment by actively listening to team members, encouraging open communication, and resolving conflicts amicably.

Example: Successfully led cross-functional teams on multiple XR projects, ensuring clear communication and cohesive teamwork throughout the project lifecycle.

#### Client Communication and Customer Relationship Management

Skilled in building and maintaining strong client relationships. I communicate complex technical concepts in an accessible manner, ensuring clients are well-informed and satisfied with project outcomes.

Example: Provided regular project updates and technical support to clients, improving customer satisfaction and building long-term partnerships.

#### Writing and Documentation

Proficient in technical and business writing, with experience in creating detailed project documentation, proposals, and reports. I also maintain clear and concise communication with clients and stakeholders via email and reports.

Example: Authored comprehensive project reports and documentation for Erasmus+ and Interreg projects, which facilitated smooth communication between international partners.

#### Cross-Cultural Communication

Developed cross-cultural communication skills through participating in international projects like Erasmus+ and Interreg IPA Croatia-Serbia. I am adaptable and comfortable working with diverse teams and clients from various cultural backgrounds.

Example: Worked with international teams on the "Creation and fostering of common cooperating cross-border IT entrepreneurial community" project, enhancing collaboration across different cultures.