

LEVENTE VARGA

INTRODUCTION

Driven and enthusiastic programmer eager to start working in the software development industry. With a robust background in computer science and mathematics combined with my interest in art, my goal is to design and create professional software.

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SKILLS

Programming languages

C++, C#, Dart, Kotlin, GLSL, HLSL, Java

Software and tools

.NET, Git, OpenGL, DirectX, Flutter, Unity, Godot, Unreal Engine, Office, Linux, Figma, DaVinci Resolve, Blender

Soft skills

Creative, problem-solving, reliable, teamwork, commitment, attention-to-detail, open-minded

Concepts

OOP, game engines, computer graphics, multithreading, prototyping, unit testing, game development, agile

EXPERIENCE

Flutter Developer – Ecometer Kft.

Budapest HU, 05/2024 – *ongoing*

- Developing an app for taxi drivers that communicates with the in-house taximeter unit, the server and other apps.
- Also developing a desktop app for managing the admin side of taximeters.

Research and Development Intern – Ericsson AB

Gothenburg SE, 06/2023 – 12/2023

- Developed a Clang plugin that generates GoogleTest style unit tests for C++ source files.
 - Able to cover 80% of the functions found in source files and reduce testing times by at least 50%.
- Wrote a JSON parser in C++ capable of parsing all files that follow the RFC7159 JSON standard.

Flutter Software Developer – Arteries Studio Ltd.

Budapest HU, 05/2022 – 08/2022

- Developed a cross-platform mobile Flutter application in an agile team, using Android Studio.
- Implemented the front-end of an in-app chat feature for a Flutter application.

PROJECTS

Tower – Game engine

2024

- Using C++, DirectX 11 and Windows API based on a lecture series.

Weave – Co-op video game

2023

- A combination of Snake and Tron with a twist, made in Godot by a team of 6.

Graphs – Educational app

2022

- A tool featuring random graphs generation models with a force-directed graph drawing algorithm.

EDUCATION

Game Design and Technology – University of Gothenburg

Gothenburg SE, 08/2022 – 06/2024

- Focusing on computer graphics and game engines.
- Attended the Swedish Game Conference in 2022 and 2023.

Computer Science – Budapest University of Technology and Economics

Budapest HU, 09/2018 – 01/2022

- Major in Software Development with top (excellent) final grade.
- Object-oriented programming, design patterns and clean code.

AWARDS

Lajos Csizmas Award – Scholarship

2018

- For achieving top placements in mathematics, informatics, and robotics competitions in secondary school.

INTERESTS

- Video editing, 3D modelling, illustration, animation, and sound design.
- Music in general (have been playing percussion instruments for 8 years, as part of an orchestra for 3 years).