Attila Torda
Google Certified UX Generalist

✉ attila.torda@tuta.io   📞+36702843266

in linkedin.com/in/attila-t-787503a5   🔗https://bit.ly/3Ztu09x

Experience

**08.2021-10.2021
(3 months)**

XR Developer
Accenture

Developed Python scripts in Unreal for a rendering pipeline.

**09.2020-07.2021
(11 months)**

Unity Developer
Freelance

Developed prototypes for clients (eg. Bitgap.com)
2D Battle Royale and TPS games.
Tasks included: pathfinding, random map generation, network development
using MLAPI.

**11.2019-08.2020
(10 months)**

Software Developer
Zen Studios

Unreal 4 blueprints / C++ 14 / Python
Succesfully integrated the physics and animation engines into Unreal 4.
Developed scripts in Python for Unreal 4 Editor.
UI developments in Unreal VR.

**03.2018-12.2018
(10 months)**

Software Developer
Sagemcom

C++/MFC/SQL programmer.
UI development: maintained and added new features to an MDM system.

**07.2017-09.2017
(3 months)**

Software Developer
AIMotive

Worked on an annotation system in C++/QT.

**03.2016-07.2017
(1yr 5 months)**

Software Developer
NNG

Took part in manual and field testing.
 Refactoring the codebase to C++ 11.
 Developed scripts in Python.
Integrated a voice-to-text system to the iGO mobile app, using C++ 11 and
Objective-C.

Side jobs
Mentor at Engame Academy (Aug 2019 – Dec 2019)
Extra in several movies: The Last Kingdom, Barbaren (Netflix), Eltörölni Frankot, Knights of the Zodiac

Education
2012-2015   **MSc. Media Informatics**
                      University of Vienna
                      Multimedia systems and Game Design modules contained topics about UX.

2007-2011   **BSc. Computer Science and Mathematics**
                      The University of Manchester
                      Software Engineering contained topics similar to user research.

Licenses & Certifications

-Google UX Design Certificate (2023)
-edX Honor Code Certificate for Statistical Thinking for Data Science and Analytics (2016)

Skills

-UX research methods
-Wireframing and prototyping: Figma, Adobe XD
-Image editing: Paint.net, Photoshop
-Animation: Blender, Keyframe animation, Rigging
-Programming: Python, C++, C#, Java
-Game engines: Unreal 4, Unity
-Web technologies: Ruby on Rails
-Database Programming: SQL, XML, RDF, SPARQL, Riak
-Source control: SVN, GitHub, Mercurial

Languages

English (Fluent), Hungarian (Native), German (Passive Intermediate)

Hobbies

Play the Guitar, Combat Sports (BJJ, Kickboxing), Snowboarding