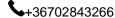
# Attila Torda



attila.torda@tuta.io



linkedin.com/in/attila-t-787503a5



Phttps://profile.codersrank.io/user/ateszdude/

https://github.com/AteszDude/

### **Experience**



## XR Developer

Accenture

Aug 2021 - Oct 2021 (3 months)

Developed Python scripts in Unreal for a rendering pipeline

# Unity Developer

Freelance

Sep 2020 - Jul 2021 (11 months)

Developed prototypes for clients.

2D Battle Royale and TPS games

Tasks included: pathfinding, random map generation, network development using MLAPI.

#### Software Developer

Zen Studios

Nov 2019 - Aug 2020 (10 months)

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.

Fixed undocumented, untested, obsolete code.

## **Software Developer**

SAGEMCOM

Mar 2018 - Dec 2018 (10 months)

C++/MFC/SQL programmer.

UI development: maintained and added new features to an MDM system.

### C++ Software Developer

aiMotive

Jul 2017 - Sep 2017 (3 months)

Worked on an annotation system in QT - fixed undocumented, untested code.



# Software Developer

NNG LLC

Mar 2016 - Jul 2017 (1 year 5 months)

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.

Fixed undocumented, untested, obsolete code.

### Side jobs

Mentor at Engame Academy (Aug 2019 – Dec 2019)

Extra in several movies: The Last Kingdom, Barbaren (Netflix), Eltörölni Frankot.

#### **Education**



### **University of Vienna**

Master's degree, Media Informatics

2012 - 2015



## The University of Manchester

Bachelor's degree, Computer Science & Mathematics

2007 - 2011

#### **Licenses & Certifications**

edX Honor Code Certificate for Statistical Thinking for Data Science and Analytics - edX

#### Skills

Programming: Python 3, C++ (old and modern), C#, Java

Game engines: Unreal 4, Unity Web technologies: Ruby on Rails

Database Programming: SQL, XML, RDF, SPARQL, Riak

UX design with Figma

Source control: SVN, GitHub, Mercurial

### Languages

English (Fluent) • Hungarian (Native) • German (Passive B2) • Japanese (Beginner N5)

#### **Hobbies**

Play the Guitar • Combat Sports • Snowboarding