

Behrooz Jamdar

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EDUCATION

Eötvös Loránd University

Bachelor of Computer Science

Budapest, Hungary

September 2024 – Present

EXPERIENCE

Software Developer

Independent Work

2018 – Present

- Over 7 years of programming experience, with a strong focus on writing clean code and solving problems efficiently across different projects and technologies
- Applied Agile-style planning to structure and managed solo projects efficiently

Game Developer (Personal Projects)

Game Prototyping and Design

2018 – 2024

- Developed 5+ 2D/3D games using MonoGame, Raylib, and Pygame with systems for UI, player control, and level logic
- Explored core engine architecture, state machines, and collision systems

Linux Developer (Daily Use)

Linux-First Workflow

2022 – Present

- Used Ubuntu and Linux Mint as daily drivers for development, scripting tasks
- Automated routine operations with Bash and Python scripts, improving workflow efficiency by 25%

Web Developer (Personal & Academic Projects)

Self-Learning Projects

2023 – Present

- Developed 3+ responsive websites using HTML, CSS and JavaScript, focusing on usability and accessibility

PROJECTS

ByteLock | Python

July 2025

- Built a CLI-based account storage system with name, link, email, password, pin and username.
- Simple, but powerful for organizing your account info in one place, and all user inputs are validated.
- All data are stored into a clean formatted JSON file.

Bomb Runner | C#, MonoGame

March 2024

- 2D action game with a tile-based level system and real-time mechanics
- Implemented a custom UI system, input handling, and object-oriented game loop
- Focused on modular design and reusable engine components

User Management System | C

December 2024

- CLI-based application supporting users, group system, and persistent data storage
- Used file I/O and structured data to simulate real-world user systems
- Strengthened skills in memory management and struct-based architecture

Zombie Shooter | Python, Pygame

May 2025

- Top-down arcade shooter with score tracking, ammo pickups
- Utilized JSON files for saving game state and player scores
- Implemented sprite rendering, object pooling, and event-driven systems

Employee Management System API | Python, FastAPI

July 2025

- Simple but powerful employee management system with unique ID's
- Restful API with 7 endpoints

TECHNICAL SKILLS

Languages: Python, Java, C#, C, C++, Go, Dart, Lua, Bash, JavaScript, TypeScript, HTML, CSS, MySQL

Frameworks: FastAPI, Django, Flask, Flutter

Libraries: Pygame, MonoGame, Raylib, pandas, NumPy, Matplotlib

Tools: Git, Linux, Vim, Visual Studio, VS Code, PyCharm, IntelliJ