



BARTHA SZABOLCS

GAME DEVELOPER



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1996.07.15.

Motivation:

As an enthusiastic junior I am looking for a job where I can deepen and widen my current knowledge.

Studies:

// 2016 - 2019

University of Pannonia -
Software Engineer Bsc.

Certificates:

- English exam
- B category driving license

Jobs:

// 2020.07 - 2020.12.

Creative Pudding - Unity3D developer

- Procedural driver animations
- Instruments (e.g. speedometer) refactor for modularity
- Prototyping

// 2019.04 - 2019.09.

University of Pannonia - Project work

- Learning about Unity3D AR tools

// 2018.07 - 2019.09.

Continental - Trainee

- Took over the development of an Internal WinForm tool
- Refactored the data access layer to use ASP .Net API with MySQL and Dapper

Projects (on GitHub and Itch.io):

// 2019.10 - 2020.12.

Thesis

- Link content to Vuforia trackables in a way, that both the trackables and the content can be updated from a server, without updating the app, including assets and code modules
- Unity3D mobile client, ASP .Net API server

// 2017-2020

// I have a 6 min [video](#) presenting these projects

Various Unity3D projects

- Shoot Them Up
- 2D Base Defense
- FPS with wall run
- Simple auto, driver animations, speedometer GUI