BENCE IMRE KISS

Software Developer

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in LinkedIn   🐙 Github

EXPERIENCE

Full Stack Developer

Monky Shine · *Part Time*

📅 April 2023 – Ongoing   📍 Aalborg

Develop and maintain the company's booking application using Angular and .NET Core. I have implemented new features, improved existing functionality and contributed to the integration of Nets payment to streamline transactions and enhance user experience.

`C# | .NET Core | Angular | TypeScript | MSSQL | SCSS`

Game Developer

EmptyBox · *Internship*

📅 January 2023 – April 2023   📍 Aalborg

Worked on migrating an unreleased project to Unity DOTS, improving performance and scalability. Developed core systems for the project, including a 2D animation system for Unity DOTS, and a fast-travel system.

`Unity | C# | Unity DOTS`

Software Developer

OleSoft · *Internship*

📅 August 2020 – October 2020   📍 Debrecen

Contributed to a web application that digitized the process of trash container rentals, significantly reducing manual paperwork and improving efficiency.

`React | TypeScript | Node.js`

PROJECTS

StarCraft II Intelligent Agent

Master's Project

Developed an intelligent agent capable of playing StarCraft II. The agent utilized Monte-Carlo Tree Search for Action selection and Neural Networks to analyze the state of the game.

`Python | C++`

Graphite - A Custom Language for Graph Manipulation

University Project

Designed and implemented Graphite, a custom object-oriented programming language focused on simplifying graph manipulation with specialized operations and enabling graph visualization through DOT integration.

`C# | DOT | Graphviz`

Player Programmable Behaviours

Bachelor's Project

Developed a system which allows developers to expose the code of objects, allowing players to interactively modify in-game behaviour through a custom C-like scripting language.

`C# | Unity`

WHO AM I?

Newly graduated software developer looking for new challenges and opportunities to learn and grow professionally. I enjoy learning new technologies by solving problems and working on projects, be it personal or professional. Outside of work, I use my skills to develop games and build tools for my hobbies.

SKILLS

Programming

Advanced:	C#, Python, TypeScript
Intermediate:	Java, T-SQL
Beginner:	C++, Go

Frameworks & Tools

.NET, Git, Unity

LANGUAGES

Hungarian ●●●●●

English ●●●●◐

EDUCATION

M.Sc. in Computer Science

Aalborg University

📅 September 2023 – June 2025

B.Sc. in Software Development

University College of Northern Denmark

📅 January 2022 – June 2023

AP in Computer Science

University College of Northern Denmark

📅 September 2018 – December 2020

High School Diploma

Mechwart András Secondary Technical School of Engineering and Information Technology

📅 September 2014 – June 2018

INTERESTS

- Playing and developing games
- Running and Cycling
- Reading