Lóránt Bekó

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LinkedIn | GitHub

Experience

Freelance Website Developer - Budapest, Hungary **May 2024 - Present**
- Created and currently maintaining a website for a psychology office, using React

PHP Developer Intern, LiveScoreAPI **- Horsens, Denmark** **March 2024 - August 2024**
- Created a web app using PHP and Node.js to showcase company API capabilites
- Optimized API calls, increasing website performance by 170%

Laravel PHP Developer, 7Hills IT Kft **- Budapest, Hungary** **April 2023 - June 2023**
- Created an admin dashboard for a small company, using PHP Laravel and Node.js

IT Skills

- PHP
- C#
- .NET
- Laravel
- TypeScript
- JavaScript
- REST API
- Node.js
- Vue.js
- Java
- MongoDB
- SQL

High-level Skills

- Problem-solving
- Teamwork
- Communication
- Git

Projects

Sports Betting Web Scraper **August 2025 - Current**
- Automating mass web scraping of sports betting websites using Java, Selenium, JSoup
- Calculating arbitrage betting possibilities

Rhythm Game Unity **February 2025 - June 2025**
- Developed a Rhythm Game using the Unity Engine and C#
- Documented milestones and reflected on the project

UNO Game - VIA **February 2025 - June 2025**
- Developed an UNO game using React and TypeScript
- Converted architecture to Vue, using Redis and Jest

Entrepreneurship Project - VIA **February 2025 - June 2025**
- Developed an app to regulate environment during sleep
- Collected and analyzed data from students all around Denmark
- Conducted thorough stakeholder analysis

Venue Atmosphere Management System - VIA **December 2023**
- Cloud middleware for a distributed system, using SpringBoot, Websockets and MongoDB
- Created and tested API endpoints for a LoRaWAN Gateway
- Followed SCRUM in a team of 9 developers

Money Management System - VIA **May 2023**
- Created one tier in a 3 - tier - architecture system using C#
- Created and tested an API to provide data for the frontend
- Handled database queries using websockets

Education

University of Horsens, VIA University College **September 2021 - February 2026**
Bachelor of Software Technology Engineering
Relevant Coursework: Algorithms and Data Structures, Advanced Linear Algebra, User Experience and Usability, Calculus, Game Development