

LÓRÁNT BEKÓ

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[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

SUMMARY

Full-Stack Developer | Java & Spring Boot Specialist | API Optimization

New graduate with internship experience building web applications and optimizing API performance (170% improvement). Skilled in Java, Spring Boot, React, and distributed systems. Seeking junior developer role with mentorship opportunities.

TECHNICAL SKILLS

Languages: Java, TypeScript, JavaScript, PHP, C#, SQL

Frameworks: Spring Boot, React, Vue.js, Node.js, Laravel, .NET

Databases & Tools: MongoDB, PostgreSQL, REST APIs, WebSockets, Git, Selenium, Docker

Methodologies: SCRUM, Test-Driven Development, CI/CD

EXPERIENCE

Freelance Web Developer | Budapest, Hungary | May 2024 – Present

- Designed and deployed a responsive React website for a psychology practice, improving client appointment inquiries
- Implemented mobile-first design and component-based architecture, reducing page load time by 40%

PHP Developer Intern | LiveScoreAPI, Horsens, Denmark | Mar 2024 – Aug 2024

- Built a demo web application using PHP and Node.js showcasing API capabilities to potential clients
- Optimized API call handling, increasing website performance by 170% through caching and query improvements
- Collaborated with senior developers to implement RESTful API best practices

Laravel PHP Developer | 7Hills IT Kft, Budapest, Hungary | Apr 2023 – Jun 2023

- Developed an admin dashboard using Laravel and Node.js, enabling real-time data management for internal operations

PROJECTS

Gambatron – Arbitrage Detection System | Bachelor's Thesis | Aug 2025 – Jan 2026

- Engineered an arbitrage sports betting detection system using Java 17, Spring Boot, and Selenium WebDriver
- Integrated local Ollama LLM for automated CSS selector extraction, reducing manual configuration by 80%
- Implemented real-time odds comparison algorithms processing data from 5+ bookmaker websites

Venue Atmosphere Management System | VIA University | Dec 2023

- Architected cloud middleware for IoT distributed system using Spring Boot, WebSockets, and MongoDB
- Developed and tested REST API endpoints for LoRaWAN Gateway integration
- Delivered project on schedule using SCRUM methodology in a cross-functional team of 9 developers

UNO Multiplayer Game | VIA University | Feb 2025 – Jun 2025

- Built real-time multiplayer card game using React, TypeScript, and WebSocket connections
- Migrated architecture from React to Vue.js, implementing Redis for session state and Jest for unit testing

EDUCATION

Bachelor of Software Technology Engineering | VIA University College, Horsens, Denmark | Graduated January 2026

Relevant Coursework: Algorithms and Data Structures, Advanced Linear Algebra, User Experience and Usability, Calculus, Game Development