

# Szabolcs Sápi-Mizera

Graz, Austria

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## Game Developer / Frontend Developer

Self-taught **Unity** and **frontend developer** building interactive games and web applications. Focused on **Game Mechanics Implementation** and **Frontend Development**. Looking for a Unity Developer position to apply technical skills in a professional environment.

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## Skills

Unity Engine  
Github  
NodeJs | React | NextJS |  
Tailwind CSS | Framer Motion  
ExpressJs | MongoDB

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## Links

[LinkedIn](#)  
[Portfolio](#)

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## Languages

TypeScript  
Javascript  
C#  
C++  
CSS & HTML

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## Soft Skills

- Strong problem-solving abilities and attention to detail
- Self-motivated with excellent time management
- Adaptable to new technologies and frameworks
- Consistent self-educator who actively seeks new technical challenges and skills to master

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## Game Development Projects

**Save the Sick** - Resource Management RTS

**Pizza Fighter** - Arcade style FPS combat game

**Escape the Room** - Escape the room style puzzle FPS

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## Web Development Projects

**Recipe App** - Social media platform for cooking enthusiasts

**Dine at Mine** - Restaurant landing page

**D&D NPC Database** - Database for DnD characters

**AI Companionship** - AI chat bot with personality settings

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## Education & Continous Learning

**Self-directed Learning:** Over 500+ hours of Unity and game development tutorials

**Online Courses:** Completed comprehensive courses on C#, Unity, and web development, including multiple *freeCodeCamp* and Udemy Game development course