

Szabolcs Sápi-Mizera



[Portfolio Site](#) [GitHub](#) [SoundCloud](#) [LinkedIn](#)

Technical skills

Game Development

Unity – Cinemachine, Unity Animation System, Timeline, ProBuilder, ParticleSystem, TextMesh Pro, Purrnet, Fishnet,

Misc – Professional musician and composer, Ableton live, Pro tools, Blender, GitHub, Gimp,

Web Development

Languages – Javascript, Typescript, HTML, CSS, LaTeX

Commonly used stack – React, NextJs, Express, MongoDB, NodeJs, MaterialUI, Tailwind, Motion, Zustand

Projects

Game Development

Castle of Doom [\[link\]](#) – The game is heavily inspired by the game Ziggurat 2. The game uses wave function collapse to generate prebuilt room tiles. Implemented a standard roguelite skill point gaining system after clearing the level boss that can be spent in the menu for permanent upgrades. While gaining experience the player can choose from 3 upgrades that last until the end of the run.

Feed the Light [\[link\]](#) – You get locked into a weird garden and being chased by a monster that is moving faster depending on your torch's light level. Get out of the garden before the monster catches you.

Don't break the glass [\[link\]](#) – You are to deliver a piece of class to the customer that is waiting for you. Watch out for traffic and the careless locals. And most importantly, don't break the glass.

Save the sick [\[link\]](#) – Save The Sick is a RTS resource management game where You have to save the village from a spreading sickness and handle disasters.

Forest Streamer [\[link\]](#) – You are a streamer with a tablet in the forest. Chat gives You tasks to finish. Capture animals through your camera, befriend them and set up cameras on them to make Your job easier.

RPG Prototype [\[link\]](#) – Classic Diablo style RPG systems with unique abilities and potions. Collect skills, coins and potions. Gain experience and level up. Distribute skill points and finish the local's quests.

The Machine [\[link\]](#) – Sci-Fi post apocalyptic game where humanity's only hope is to keep the main core of the "Machine" alive. Collect items to finish tasks and race with time.

Void Blocks [\[link\]](#) – Escape the room type puzzle game. You are part of a mysterious experiment and your goal is to escape the facility. While doing so the story unfolds and You realize your secret ability.

Where is the Power? [\[link\]](#) – A first person view puzzle game where your TV session is interrupted by a storm and a power outage. Fix the main switch and continue the couch potato life.

The Island [\[link\]](#) – Game prototype where the player has to collect items to repair the broken ship. The project was created to plan and create a Minecraft-like inventory system with crafting and item equipping. Enemy behaviour was created using FSM + Behaviour trees.

Web Development

Portfolio [\[link\]](#) – Portfolio site made with React and Tailwind.

AI Companionship [\[link\]](#) – AI chat bot companion website using HuggingFace API. Set Your AI companion's personality start chatting with it.

DnD Npc Database [\[link\]](#) – DnD Npc Database and fan page for a TTRPG streamer group. The site has a guest and admin mode where You can add, delete and edit characters.

Recipe Social Media [\[link\]](#) – Socia media site with live chat, recipe posting, comments, likes, saving recipes and following users to see their recipes on Your feed.

Dine at Mine [\[link\]](#) – Classic single page restaurant landing page where You can check the menu, choose different locations of the restaurant chain, check their gallery and book a table.

Soft Skills

Spoken Languages

- Hungarian (Fluent)
- English (Native)
- German (In progress)

Miscellanea

- Collaborative and team-oriented
- Highly self-motivated with a proactive mindset
- Strong analytical and problem-solving skills
- Committed to continuous self-directed learning
- Positive "can-do" attitude and adaptable to challenges
- Experienced professional musician and composer. Music library: [\[link\]](#)

Education and Continuous Learning

- 4+ years of programming experience in:
 - Unity-focused Game Development
 - React-focused Web Development
- Hundreds of hours of hands-on project creation experience
- Regular consultation with a senior developer concerning roadmap planning and direction
- Completed multiple Udemy and YouTube courses

Contact

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