**Szabolcs Sápi-Mizera**

**Self-Taught Game Developer & Frontend Engineer** [[szabolcs.sapi@gmaill.com](mailto:szabolcs.sapi@gmaill.com)] | [[LinkedIn](https://www.linkedin.com/in/szabolcs-s%C3%A1p-mizera-4670b7205/)]   
📍 Graz, Austria

## **PROFESSIONAL SUMMARY**

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

## **TECHNICAL SKILLS**

### **Game Development**

* **Unity Engine:** Animation System, TextMeshPro, Cinemachine, ProBuilder, UI Systems
* **Programming:** C#, Object-Oriented Design, Basic C++ (currently studying with SDL3)
* **Game Systems:** Resource Management, Save Systems, Combat Mechanics

### **Frontend Development**

* **Core:** JavaScript, TypeScript, HTML, CSS, Github, Git
* **Frameworks/Libraries:** React, NextJS, ElectronJS
* **UI Tools:** Tailwind, Material UI, Shadcn, Framer Motion
* **State Management:** Zustand

### **Backend Experience**

* **Tools:** ExpressJS, MongoDB, JWT Authentication
* **Deployment:** Vercel

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## **PROJECTS**

### **Save The Sick (RTS Game)**

*Unity, C#,   
Resource Management Systems, State Management,   
Animation Control, Building placement system*

* Developed a complete resource management RTS game with dynamic AI behavior
* Implemented complex resource allocation and player progression systems
* Created custom UI for resource tracking and management
* [YouTube Showcase](https://youtu.be/8Y-82tufejI)

### **Pizza Fighter (Arcade Shooter)**

*Unity, C#,   
Combat Systems, Power Up system*

* Designed and developed an arcade-style survival shooter
* Implemented wave-based enemy spawning with increasing difficulty
* Created projectile and collision systems for engaging combat
* [Play Now](https://elseifelse.itch.io/pizza-fighter)

### **Escape the Room**

*Unity, C#, ProBuilder  
Item Interaction, Animation systems, Asset creation in engine*

* Designed and developed an escape the room style 3d fps puzzle game
* [Play Now](http://www.google.com)

### **Recipe App**

*React, MongoDB, ExpressJs,, CSS, HTML, Responsive Design*

* Built a full-stack social media platform for cooking enthusiasts
* Implemented user authentication and profile management
* Created CRUD operations for recipe posting and interaction
* Implemented live chat system with websockets
* [Live Site](https://recipe-app-nine-iota.vercel.app/)

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### **Dine at Mine (Restaurant Landing Page)**

*JavaScript, HTML, CSS, Responsive Design  
Tailwind, MaterialUi*

* Designed and implemented a responsive restaurant website
* Created animated UI elements and interactive menu components
* [Live Site](https://dineatmine.vercel.app/)

### **D&D NPC Database**

*NextJs, MongoDB, CRUD Operations, ExpressJs,   
Zsutand, Tailwind*

* Developed a tool for Dungeon Masters to manage NPC characters
* Implemented complete database functionality with filtering options
* [Live Site](https://egylet.vercel.app/)

### **AI Companionship**

*React, AI Integration via Hugging Face,   
Zustand - State Management, Tailwind  
Responsive design*

* Created an AI chatbot with customizable personality settings
* Implemented responsive conversation UI with message history
* [Live Demo](https://next-ai-companionship.vercel.app/)

**EDUCATION & CONTINUOUS 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
* **Game Jams:** Participated in multiple game jams to develop rapid prototyping skills

**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