

# Pintér Zsombor

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## About Me

Software engineering student passionate about web development, exploring AI, and tinkering with microcontrollers. Outside of tech, I am an origami artist, which has taught me skills like patience and structural precision, skills I bring to every project.

## Skills

**Languages:** Hungarian (Native), English (C1)

**Technical:**

- **Programming:** Python, C/C++, Java
- **Web:** React, JavaScript, HTML, CSS, Tailwind
- **Databases:** SQL (PostgreSQL, MySQL)
- **Deployment/Cloud:** Vercel, Netlify, Firebase, Docker
- **Tools:** Git, VS Code, PyCharm, IntelliJ, WebStorm
- **Embedded:** EFM8, ESP32, CMake, PlatformIO, Arduino IDE

**Soft Skills:** Creativity, Attention to detail, Patience

## Work Experience

### Intern - Web Developer

*origin/develop Kft., 3 months (2025)*

- Developed and maintained frontend features for a PlatformOS-hosted website using HTML, CSS, JavaScript, and Liquid.
- Collaborated in a small agile team, ensuring seamless integration of frontend components with backend systems.
- Debugged and optimized code to improve website performance and user experience.
- Assisted in version control workflows using Git, ensuring smooth collaboration and code management.

## Featured Projects

### Mobile Game

- Developed an Android game in Java that tests user reaction time.
- Focused on accessibility and ease of use.
- Implemented secure user authentication and real-time database using Firebase.

### Portfolio Website

- Built using Vite + React and Firebase, and deployed on Vercel.
- Implemented data fetching by integrating with Firebase Firestore.
- Managed continuous deployment with Vercel and GitHub.

## Education

### Software Engineering BSc

University of Szeged, Faculty of Science and Informatics  
*2022 - Present*

### High School Diploma

Dombóvári Illés Gyula Gimnázium  
*2017 – 2021*