PERSONAL INFORMATION Zoltán Schmidt



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WORK EXPERIENCE

May 2018-Sep 2019

Junior backend developer

W5 Informatikai Kft., Pécs (Hungary)

w5labs.com

- * help in internal development with support tools for management and board
- * participation in delivering projects built on an internally developed content management system (PHP7+, Phalcon, MySQL)
- * additional experience in web development practices and conventions

Jun 2017-Feb 2018

Junior software developer

Open Minds Hungary Ltd., Pécs (Hungary)

sonrisa.hu

- * Scrum / agile basics
- * professional use of issue tracking services
- * professional use of version control software Git
- * Angular basics (2+)
- * use of Selenium (IDE) for making regression tests

EDUCATION AND TRAINING

Sep 2012–Jun 2017

University of Pécs, Faculty of Sciences, Pécs (Hungary)

Relevant subjects:

- * programming: basics (C), web development (HTML, PHP), object-oriented programming. (C#)
- * other noteworthy subjects: Internet services, computation theory basics

Note: abandoned without degree, due to personal dissatisfaction.

PERSONAL SKILLS

Mother tongue(s)

Hungarian

Foreign language(s)

English

Job-related skills

Intermediate knowledge in the following stack:

- * Javascript, PHP, Python
- * SQL (most notably MySQL), HTML+CSS
- * NodeJS, jQuery, Phalcon (PHP framework)



Curriculum vitae Zoltán Schmidt

Used the following stack on a basic level:

- * Typescript, Java, C++, Lua, R
- * Angular4, Bootstrap, VueJS, PhaserJS, Django, Django REST
- * Maven, Docker
- * Amazon Web Services

Proficiency in: web development, object-oriented programming, relational databases

Basic understanding of: blockchain technology and cryptocurrency ecosystem, machine learning and neural networks

Digital skills

Version control: Git (+ Gitlab, Bitbucket, Github)

Operating systems: proficiency in Linux (Arch Linux, Debian) user-degree in Windows

IDEs / text editors for programming: JetBrains products (most notably WebStorm), Microsoft Visual Studio Code, Vim

ADDITIONAL INFORMATION

References

"The Last Beacon" - a game made in 48 hours (2014)

My level design contributions to the Doom modding community

My Stack Overflow account