

## PERSONAL INFORMATION



## Zoltán Schmidt

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## EDUCATION AND TRAINING

1 Sep 2012–30 Jun 2017

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

Main subjects:

- programming: basics (C), web development (HTML, PHP), object-oriented programming. (C#)
- mathematics: probability & statistics, calculus.
- other noteworthy subjects: Internet services, computation theory basics

Note: abandoned without degree, due to personal dissatisfaction.

## WORK EXPERIENCE

6 Jun 2016–12 Jul 2016

## Intern

HC Linear Kft., Pécs (Hungary)

[linear.hu](http://linear.hu)

- involvement in testing a billing software developed by the company
- involvement in the development of a web information system, through drawing input and output mockups, according to a given specification.

1 Jun 2017–5 Feb 2018

## Junior software developer

Open Minds Hungary Ltd., Pécs (Hungary)

[sonrisa.hu](http://sonrisa.hu)

- I was introduced to the Scrum method
- used issue tracking services the first time
- gained extra knowledge in Git version control system
- familiarized myself with Angular 2+ framework
- also used Selenium (IDE) for making regression tests

15 May 2018–30 Sep 2019

## Junior backend developer

W5 Informatikai Kft., Pécs (Hungary)

[w5labs.com](http://w5labs.com)

- helped in internal development with support tools for management and board
- helped delivering projects built on an internally developed content management system (based on PHP with Phalcon and MySQL)
- gained deeper understanding of web development practices and conventions

## PERSONAL SKILLS

Mother tongue(s)

Hungarian

| Foreign language(s)  | UNDERSTANDING |         | SPEAKING           |                   | WRITING |
|--|---------------|---------|--------------------|-------------------|---------|
|  | Listening     | Reading | Spoken interaction | Spoken production |         |
| English  | B1            | B2      | B1                 | B2                | B2      |
| High school graduation, Illyés Gyula Grammar School, Dombóvár. |               |         |                    |                   |         |

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user  
Common European Framework of Reference for Languages

#### Job-related skills

Programming languages:

- intermediate: Javascript, PHP
- beginner: Typescript, Java, C++, Lua, R

Other languages:

- intermediate: HTML, SQL (most notably MySQL), CSS

Frameworks, libraries:

- intermediate: NodeJS, jQuery, Phalcon (PHP framework)
- beginner: Angular4, Bootstrap, VueJS, PhaserJS

Other:

- proficiency in web development
- proficiency in object-oriented programming
- proficiency in relational databases
- basic understanding of blockchain technology and cryptocurrency ecosystem
- basic understanding of machine learning and neural networks

#### Digital skills

| SELF-ASSESSMENT        |                 |                  |                 |                 |
|------------------------|-----------------|------------------|-----------------|-----------------|
| Information processing | Communication   | Content creation | Safety          | Problem-solving |
| Proficient user        | Proficient user | Proficient user  | Proficient user | Proficient user |

Digital skills - Self-assessment grid

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

Issue tracking: Redmine, JIRA, ActiveCollab

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

Operating systems: proficiency in Linux (Antergos, Ubuntu) user-degree in Windows

Other:

- Apache
- tools, languages, programs, frameworks I've used for shorter time periods: VueJS, Maven, Amazon Web Services, Docker, Youtube API, Reddit API, Sony Vegas Pro

#### 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