

Curriculum Vitae

<i>Name:</i>	Andras Balogh	<i>Address:</i>	6/5/3 Palota-kert,
<i>Date of Birth:</i>	11/15/1979		Godollo, 2100
<i>Gender:</i>	Male	<i>Phone:</i>	+36-20-466-93-83
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<i>Marital Status:</i>	Single	<i>Website:</i>	web.interware.hu/bandi/

Work experience:

2003: [Released an advanced terrain rendering engine](#)
2002: Developed an XML based database for a process control system SDK in C#
2002: Won scholarship program at GraphiSoft Rt.
2001: Unofficial internship at GE Medical Systems

Education:

2003: Received an MSc. in Technical Informatics at the [Technical University of Budapest](#)
1996: Intermediate-level C-type state language examination certificate in English

Skills:

Languages and libraries: C/C++, STL, x86 assembly, SSE, C#, Lua, OpenGL
Platforms: Windows (Win32 API, MFC, .NET)
Development environments: Visual Studio.NET, Visual SourceSafe
Experience: 3D graphics, CLOD algorithms, physics simulation, networking

I like developing complex and performance critical systems. I feel capable of learning new things all by myself.

Interests:

I love skiing and hiking in the mountains. I also enjoy skating, archery, playing tennis or riding my bike. I practice Shotokan karate as a martial art.