



PROFILE

Versatile software and game developer with an extensive level engineering, narrative design and object-oriented programming experience including clean coding and design patterns.

EU citizen residing in Bavaria, Germany.

CONTACT

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[LINKEDIN](#)
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LANGUAGES

English – Professional Proficiency
German – Professional Proficiency
Hungarian – Native

PROGRAMMING LANGUAGES

C++
C#
Java
C
Typescript
JavaScript
Python

INTERNSHIP

Agrodat Kft (HU) 2019
Implementing an automatized error detection software for logwatch.
Skills: Automatization

LEVENTE CSIK

Software and Game Engineer

WORK EXPERIENCE

Software Developer, Uniq - Raiffeisen Software Services

March'21 – Oct'22

Implementing additional features and services for the inner bank system of the Austrian Raiffeisen bank.

Skills: Agile project management · Java

EDUCATION

Technical University of Munich (D)

2021-2024

Informatics: Games Engineering MSc (English degree program)

Skills: Level Engineering · Augmented Reality · Virtual Reality · Level Design · Game Development · Deep Learning · Unity 3D · Unreal Engine

Budapest University of Technology and Economics (HU)

2017-2021

Computer Engineering BSc (German degree program)

Skills: Software Engineering · Design Patterns · Clean Code · Java · C++

Karlsruhe Institute of Technology (D)

2019

Erasmus Program Exchange (German degree program)

Skills: Computer Graphics · Parallel Algorithms

PROJECTS

Narrative Design Tool for Unity 3D Engine

June'23 - Jan'24

I was working on a Storytelling tool for Unity 3D that allows the writers and the developers to work more closely and validate the story in the game space from the very early stages of development.

Skills: Unity Tool Development · Storytelling · Narrative Design

Archery Boss Battle

Oct'22 - Feb'23

Me and my team iteratively planned and developed a game from the documentation to the final product. We iteratively built a level that was validated multiple times during the development by testers.

Skills: Level Engineering · Level Design · Unity Development · C#

MovieWorld

June'20

Developing a restful application in C# using a Movie Database API to create an application that can suggest movies to the users based on their input requirements.

Skills: C# · Restful API · API Development · Visual Studio

Implementing an extension for SonarQube

Sep'20 - May'21

Researching the principles of object-oriented programming and clean coding. Expanding SonarQube's quality control functionalities by introducing additional programming languages.

Skills: Clean Code · Object-Oriented Programming · SonarQube