

Portfolio

I am Levente Csik, a software and game developer. I studied Software Engineering at Budapest University of Technology and Games Engineering at the Technical University of Munich.

Dungeon Master | *Game Developer* | *Software Developer* | *Artist* | *Gamer*

Dungeon Master

I am running tabletop roleplaying games for five years now and I love worldbuilding and trying out new mechanics and gameplay scenarios to make the games and combat more interesting from. With a group of friends, we additionally started to work on puzzle and encounter design.

Worldbuilding: Land of Kigo

To develop my region of the world of my roleplaying group, I determined that I want the gods to be active agents in the life of the land similarly to the ancient Greek mythologies, rather than passive helpers. I wanted a heterogen land with different nations and minorities, so I collected a selection of creatures I would like to place in the region. The land supposed to be a scheming world of snakes, so I chose a Serpentfolk that acts as the strongest and ruling nation on this continent. Then, I draw a map to have a better understanding of the layout of my land and I duplicated the map to represent how the nations and their relations changed in a thousand years. The map changes depicted the major conflicts between these tribes and later I was able to use this to determine the culture of each nation. For example, the halflings of my world were conquered by a moon respecting kingdom what was inspired by the Ottoman Empire and then it made sense that they hate the Moon itself and worship the Sun.

Since it was established during the brainstorming session with other Dungeon Masters of my group that my land should possess the most advanced technology, that influenced their current social hierarchy as well. If they have an industrial revolution, they also need an adapted society similar to England where the king has only limited control and peace is most important so their industry can flourish. Therefore, I placed a revolution in their history where the warmonger rulers were defeated using technology and their culture aims for stability and peace ever since. Of course, no land is interesting without secrets and schemes, so I thought one of the ancient rulers might still live and scheme in the background. This idea led me to the creation of the players favourite character, archpriest Sisava, who was an emperor once but gave up the throne during the revolution and turned into a spiritual guide for the people, similarly to the Pope.

Worldbuilding: Culture of Spiderfolk

To develop the culture of the Spiderfolk and Driders in our world I took a look at the mythologies about the spiders. In many cultures, the spiders associated with nets and weaving, and in many legends spiders help the hero escape by weaving webs so the pursuers will not follow the hero. The African trickster god Anansi was a great deal of inspiration for their culture. Then I read through the already established story of our world so I would not contradict the history of our world and started to brainstorm why and how would spiders work together. I found that spiders generally would not hurt each other occasionally might even work together. I developed their culture around this occasional teamwork.

- They do not have any constitution or statecraft. They live in an anarchy.
- They weave their webs into other webs and thus connect them.
- They probably live in small families loosely connected to each other in this web-structure.
- They communicate through the webs and repair it if its necessary
- The web-structure is very important for them. The web helps them in the communication, hunt and also warns them of dangers. It gives them a purpose other than the individual survival.
- I imagined their religion as a complex idea of the Web being their living space, source of magic and the thread of destiny. Its name comes from the Afrikaans word for spiderweb: Spinnerak.

Example Puzzle: Puzzle of Necromancer

This puzzle might be a bit gory, so it is advised to use it in a game with adult players. The logic of the puzzle is to understand the values of a person and find the relationship between them. How can we measure a human being?

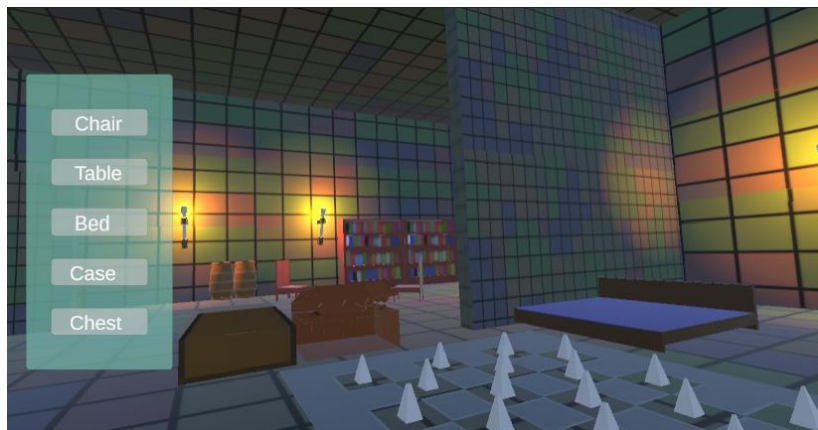
The idea behind of the puzzle that the maker of the puzzle wanted to let in only those who understands the humans deeply and might not judge too quickly. There are different objects each depicting some values of a person such as wealth, intellect, emotions, personality, and a list of deeds, but the deeds cannot be measured well without measuring the emotions and personalities of the people. Good people might do bad things for the right reasons and vica versa. To measure different aspects of the person there is a scale that works similarly to the scale of Anubis in the Egyptian mythology.

The goal of the puzzle is that the players reflect and understand the nature of human beings.

Games

Mimic

The old tales talk about cunning and utterly dangerous creatures in the old dungeons. Skeletons, kobolds, liches, but not one of these strikes more fear into the heart of the young adventurers than the mimic. Shapeshifting hunter who understands the human behavior and waits until they lower their guard to devour them. Be a mimic and turn into ordinary objects to lure the adventurers close and collect their gold and magic items. Spend your wealth to build traps or buy more influence and move into lower-level dungeon, and one day you will be the Final Boss of this dungeon!



Arrow Ambush Adventure – Boss Battle game

Defeat the evil robot who attacked your village. Take cover from its rockets and since your arrow barely scarce the armor of the robot, be creative! Pray at the altars of Fire, Water, Lightning and Ice to empower your arrows, turn the environment against the drone, use elemental combinations to further empower your attacks and aim at the weak points to score critical hits!



SpiAR – Serious Game for visual impaired people

Understanding depth can be quite difficult with visual impairment. People can lose their depth sight in multiple ways, but visual impairment is one of the most common causes. As part of an inter-disciplinary project, I worked on a serious game to help people with visual impairment to use monocular cues to understand depth. We introduced different exercises to an Augmented Reality application that help people with visual impairment.

ARCoinSoccAR

We tried to Augment and Gamify the simple game of coin soccer. The original game is played by flicking coins on a table. Our game renders relevant objects on top of those objects to make it more exciting in the Augmented World. This project was developed with the collaborative efforts of: Gabriele Princiotta, Levente Balazs Csik, Jakob Florian Goes, Leon Imhof, Towsif Zahin Khan.

This project was made using: OpenCV, FreeGlut, GLEW, GLFW



Softwares

MovieWorld application

Did you have a hard day, and you just want to sit back and watch some movie, but you have no idea what to watch? This application helps you find your movie with only a few parameters, and it makes your life much easier! You can search for your favourite actors and watch what kind of movies they have that you might have missed and read the summaries for the movies to see whether they pick your interest.

Discover Movies and Series from the TMDB database

Media:

movie

Language:

hu

Sort by descending:

Adult:

Genre:

Action

Average votes are greater than:

3

Keywords (put ' ' symbol between keywords)

Discover

Get the most trendy movies! Choose your media:

TV:

Movie:

You want to see the top hit of the day or the week?

Daily

Weekly

Get the most trending movies!

Late Night with Conan O'Brien

Late Night with Conan O'Brien

Story:
Late Night with Conan O'Brien is an American late-night talk show hosted by Conan O'Brien that aired 2,725 episodes on NBC between 1993 and 2009. The show featured varied comedic material, celebrity interviews, and musical and comedy performances. Late Night aired weeknights at 12:37 am Eastern/11:37 pm Central and 12:37 am Mountain in the United States. From 1993 until 2000, Andy Richter served as O'Brien's sidekick; following his departure, O'Brien was the show's sole featured performer. The show's house musical act was The Max Weinberg 7, led by E Street Band drummer Max Weinberg.
The second incarnation of NBC's Late Night franchise, O'Brien's debuted in 1993 after David Letterman, who hosted the first incarnation of Late Night, moved to CBS to host Late Show opposite The Tonight Show. In 2004, as part of a deal to secure a new contract, NBC announced that O'Brien would leave Late Night in 2009 to succeed Jay Leno as the host of The Tonight Show. Jimmy Fallon began hosting his version of Late Night on March 2, 2009.

Popularity:

13.15

Type of series:

Talk Show

Season number:

17

Is it ongoing series:

Ended

Homepage:

Which seasons do you want to check out?

1

% liked it

Episode number:

2922

minutes

Check out!

Return to Menu

Weather Forecast

As part of an exercise for a job application I had to develop an online application for weather forecast using a Weather Forecasting API and introduce the weather in different graph forms.

Code Analyzer

As part of my bachelor thesis I implemented an extension for code evaluation with SonarQube. Analyze C#, Java and Python code and see if they follow the clean code principles and it suggests a way to improve the code.

Artist

I am a hobby artist and I do hand drawn and painted pictures. I am quite new to 3D art using blender, I mostly created low-poly stationary objects for now. I mostly draw concept arts focusing on locations and characters.