



Balázs Csabai

Software Developer

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<https://luminight.web.elte.hu/portfolio>

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Projects

JavaScript Game engine

Game Engine similar to Unity for web based games. This was my thesis at University.

<https://github.com/Luminighty/jelloscript>

Example project:

<https://github.com/Luminighty/jelloscript-spaceships/blob/master/ReadMe.md>

Dungeon Crawler

A Legend of Zelda-like game I've made over several weeks for an assignment I've got.

<https://gamejolt.com/games/dungeon-crawler/384262>

Tank Battle

An 8-bit game made using PICO-8 based on Battle City.

<https://luminight.itch.io/tank-battle>

Dungeons & Dragons Player Tracker

A website to make tracking players, combat and NPCs easier for Dungeons and Dragons game.

<https://luminight.web.elte.hu/d-d/>

(Username: Guest - Password: guest)

Education

09/2017–07/2020

Computer Science

Eötvös Loránd University, Budapest (Hungary)

Programming languages

- Web development (HTML, CSS, JS, PHP)
 - NodeJS, React
 - Laravel
- C#
- Java
- C++
- SQL
- Python, Lua
- Rust

Work Experience

08/2019–12/2019

Software Developer at Click On Kft.

- Developed multiple admin pages using JSP (Java Server Pages)
- Reworked and fixed multiple pages, while enhancing the user experience
- Reworked the main admin interface system for more flexible and easier development
- Helped unifying the admin pages and the way they worked
- Updated the SQL database when needed for these tasks
- Fixed numerous bugs

Personal Skills

Native Language

Hungarian

Foreign Language

English (B2)

(Common European Framework of Reference for languages)

Job related

- Fast learning
- Creative thinking
- Problem solving skills