Attila Nagy
Curriculum Vitae

CONTACT

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GitHub	https://github.com/NagyAttila

EDUCATION

Deep Learning Nanodegree

Udacity, www.udacity.com `01/2017 – 06/2017`

Assigment 1: Vanilla Neural Network from scratch
Assigment 2: Image Classification by Convolutional Neural Network
Assigment 3: TV script generation by Recurrent Neural Network
Assigment 4: Language-translation by Recurrent Neural Network
Assigment 5: Generative Adversarial Networks (coming in May)
Source-code: https://github.com/NagyAttila/Udacity_DLND_Assigments

MSc. Computer Science

Chalmers University of Technology, Sweden `09/2012 – 04/2014`

Specialization: Distributed Systems and Networks
Thesis' Title: Energy Efficient, High-speed Communication in Wireless Sensor Networks
Thesis' Keywords: Opportunistic Routing, Bulk-transfer, TinyOS, nesC
Student Project: Carolo Cup, Germany, self-driving miniature cars, team leader
Research Project: Smart-meter classification and disaggregation using SVM

ERASMUS Scholarship

University of Applied Sciences Ravensburg-Weingarten, Germany `09/2008 – 01/2009`

Field: Embedded Systems

BSc. Electrical Engineering

Obuda University, Hungary `09/2004 – 06/2009`

Specialization: Embedded Systems
Thesis' Title: Robot Simulation in OpenGL Environment
Thesis' Keywords: Industrial robot simulation, OpenGL, C++.
Student Project: Remote-controlled miniature car via bluetooth, 8-bit Atmega micro-controller

WORK

Volvo Cars Corporation 07/2014 – 07/2016
Self-Driving Car Engineering, Sweden, Full-time

Roles:	Self-Driving Car Developer, Unit Tester
Programming:	Matlab, Simulink, Python, C++
Applications:	Active-Safety, Data-Analysis, Sensor-Fusion, Mapping, Logging
Principles:	Scrum, Agile

Nokia Siemens Networks 08/2009 – 08/2012
Software Engineer, Hungary, Full-time

Roles:	Scrum Master, Functional Developer, Unit Tester, Maintenance
Programming:	C/C++, Python, Perl, BASH, TNSDL, LDAP
Testing:	CxxTest, testAnt, Jenkins
Debugging:	GDB, Valgrind, oProfile
Principles:	Scrum, Agile, TDD

INTEREST

Technical:	machine learning
	free/open-source software
	functional programming
Sports:	rock climbing
	acroyoga
	slacklining