



Attila Nagy

Curriculum Vitae

PERSONAL DETAILS

<i>Date of Birth</i>	August 27, 1985
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EDUCATION

MSc. Computer Science

University of Gothenburg and Chalmers University of Technology, Sweden 2012-Present

The only leftover from my Master's program is the final presentation of my thesis which is scheduled for the 28th of April, 2014. Most of the courses that I took during this program were in the fields of distributed systems and computer networks, but just to broaden my knowledge I also took courses that do not fit into these two fields, such as Artificial Intelligence and Functional Programming. The exact list of course can be found in my Transcript of Records.

BSc. Electrical Engineering

University of Applied Sciences Ravensburg-Weingarten, Germany 2008

I had the opportunity to study one semester from my BSc. in the wonderful scenery of Baden-Württemberg, Germany, as an ERASMUS student. For the first time in my life, I had the chance to challenge myself in a culturally diverse, new environment. Soon I realized that I feel comfortable among international students, and, therefore, planned to carry on with my studies at an internationally well-known university.

Obuda University, Hungary 2004-2009

Budapest Polytechnic, recently renamed to Obuda University, is one of the most prominent technical universities in Hungary. Beside the generic electrical engineering courses, my core subjects were: electronics, automation, embedded systems and computer networks. I graduated in 2009 on the Automatized Production Systems module of the Instrumentation and Automation Institute in the Electrical Engineer Faculty.

SKILLS

<i>Languages:</i>	Hungarian (mother tongue) English (fluent) Swedish (basic) German (basic)
<i>Programming:</i>	C/C++, Python, Perl, BASH, TNSDL, Haskell
<i>Testing:</i>	CxxTest, testAnt, Jenkins
<i>Debugging:</i>	GDB, Valgrind, oProfile
<i>Principles:</i>	Scrum, Agile, TDD, KISS, Coding Dojo

WORK EXPERIENCE

Software Engineer

Nokia Siemens Networks, Budapest, Full-time

2009-2012

During my three years at NSN, I was part of two teams; both followed agile principles and aimed to incorporate scrum methodologies into the daily work. On top of that, in my last year I became the scrum master of a team of 6 people. As for the work, in my first year I mainly was occupied by unit testing using a Nokia specific language, call TNSDL. Later I moved to a newly formed team requiring more complex and deeper knowledge in the given field. My tasks in this team covered several stages of the development process including implementation, unit and functional testing, and maintenance using a wide range of programming languages, tools and protocols, such as: C++, Python, Perl, BASH, GDB, oProfile, Valgrind, CxxTest, testAnt, Jenkins and LDAP.

STUDENT PROJECTS

Master's Student Years

Thesis

2013-2014

The thesis involved an already existing low-power, low-delay, opportunistic routing protocol for wireless sensor networks implemented on the TinyOS platform using a component-based, event-driven programming language devised for embedded systems, called nesC. My task was to extend this protocol for bulk-transfer scenarios and to test it on real testbeds. Future publication on this work is highly probable.

Student Research

2013-2014

Beside the course lectures and laboratory exercises, I was part of a research project cooperating with three lecturers from Chalmers University. The project involved smart meter disaggregation and automatic classification by several classifier algorithms, mostly support vector machine, using electricity consumption data from smart grid networks.

Carolo Cup Project

2013-2014

Carolo Cup is an international student competition for self-driven miniature vehicles organized annually in Germany. During the preparation for the next competition held in February, 2014, I further experienced the merits of team work in the perspective of the team leader for the software team containing students from both Gothenburg and Chalmers Universities.

Bachelor's Student Years

Thesis

2009

Robot simulation in a 3D, OpenGL environment using C language with GLUT API.

Student Project

2008

Assembly of a remote controlled miniature car using an 8 bit Atmega micro-controller, DC motors, a Bluegiga WT12 bluetooth module and a purely mechanical miniature car. In this project, finally I had the opportunity to try out a subset of the techniques and technologies that I learned about during my lectures, namely: the design and simulation of a circuit diagram and layout using EAGEL, etching of a printed circuit board, soldering and assembly of components.