Personal

Name
Péter Panyik

Phone Number
(+36) 20 622 8586

Email
panyikpeti226@gmail.com

Birth date (YYYY-MM-DD)
2000-05-02

Portfolio website
https://peter226.github.io/

LinkedIn
Click here! 🔗

GitHub
https://github.com/Peter226

Hobbies

Video games

Board games

Dungeons & Dragons

Drawing

Reading

Cycling

Péter Panyik

Programming and game development is not only a profession to me, but also a hobby. I first started taking interest in coding at the age of 13, using the Unity game engine.

My goal is writing well optimized code, that is not only fast but also extensible. This benefits both the user and the development process.

Experience

Unity Developer, Graphics Programmer
2023 Febr - Present

Self Employed - Freelance

I specialize in Unity development, C# and graphics programming, optimization and procedural generation. I am also familiar with VR/XR technologies and coding for online multiplayer.

Full Stack Developer
2022 June - 2022 Aug

TFSz Zrt.

Internship position for university studies. I worked on a web-based project involving a .Net and C# backend and a React frontend. This opportunity allowed me to work in a team, as well as contribute to a complex system.

Game Developer
2021 Aug - 2022 Jan

Dashbit Interactive

Mobile game design, development. Includes writing game code and shader code, 3D modelling, texturing, optimization, testing, integrating ads and analytics.

Education

Bsc (Bachelor's Degree)
2019 Sept - 2023 June

John von Neumann University GAMF Faculty of Engineering and Computer Science

Computer Science Engineer - Mobile and Web development specialization

Érettségi (High School Diploma)
2015 Sept - 2019 June

Hódmezővásárhelyi SZC Szentesi Pollák Antal Technikum (High School)

Electronics and Electrotechnics specialization

Skills

Unity	Networking	C++
C#	**Blender**	**x86 Assembly**
Shaders	**Java**	**Databases**
Optimization	**Python**	**Web Full Stack**