

Adrian Toth

I was always fascinated by computers and making something in technology, so I built my first desktop PC at age 13. After successfully graduating as a law administrator I realised that I wasn't sure if I really wanted to work in a law firm. Years went by until one day I made a very bold decision, I bought a one way ticket to London. The “now or never” moment in my life, no safety net. Few years later changing from Hospitality to the Retail industry had given me new excitement but not as much as tech gives me. One day in 2019 I was browsing for tutorials on how to run a Mac OS on Windows when I stumbled across videos where someone was teaching people how to make games using Python language. This was the moment when I decided to teach myself the basics of Python and build my first ever game using the turtle module. The success of this project really empowered me and I looked for further studies on Codecademy and Codewars. Few months later I enrolled in a 16 weeks intensive coding course at Makers Academy. I really enjoyed the process of becoming a junior full-stack developer and looking forward to applying my new skills in my first job opportunity.

Projects

MakersBnB: A webapp that allows visitors to post and book properties for stay. You can register and sign in or out, without an account the ads can be only viewed on the website. Hosts can set the available dates for their properties but only a registered guest can rent out the place if it is available. Multiple properties can be added under the hosts profiles. Homeowners can set the price and add a brief description to their ads.

Boris_bikes: The mock version of the famous bike app that lets people hire and return bikes. Each station has a maximum capacity and checks if the bike is still working. Broken bikes will be accepted at all stations but wont be released until it is fixed.

Escape: A 3D first person shooter micro game built with Unity engine using C# language. This is a fun and thrilling game that is full of action. Some of the interesting features of the game include 5 different custom built door animations, realistic damage dealt by enemies and upgraded weapons. The game itself is still in progress but this is only including some final touches like post-processing and testing. The initial date of completion is planned for 28.02.2021.

Skills

Problem solving

I use my initiative and a methodical approach to deal with problems. I used my problem solving skills throughout the Makers course where I was constantly facing new challenges with either the code or finding a new approach to implement logic in my idea. I also had to be creative at my previous jobs where I figured out how a barcode scanner connected to a Surface Pro and an excel sheet can work together to help me conduct my stock take. Lately I started with “pico CTF” where I made 1050 points in 4 hours competing in challenges that are all about reverse engineering, hacking and decrypting.

Teamwork

I began to master my collaboration and communication skills as a bar waiter at the Goring hotel. There I learned how to adapt to each of my colleagues and to their dynamics. I was working in a very busy bar where I had to ensure my team was able to cope with the ever changing landscape of different services as well as events. We were serving breakfast, lunch and dinner as well as afternoon tea. Some of the most challenging tasks were changing the layout between services during active service as well as managing lunch, afternoon tea and dinner service at the same time. This sounds pretty straight forward however most of the time we had late lunch reservations with early afternoon tea bookings and on top of that usually the last afternoon tea table stayed for dinner too.

Few years later I changed industries to Retail where I had the opportunity to further develop this skill as a stock controller at Holland & Holland and Matches Fashion. At both places I started developing a new team culture which required implementing new strategies to create a supportive, fun and efficient working environment. We started having regular morning meetings where we discussed the plans for the day as well as for the week and also celebrated each other's achievements. We redesigned our stockroom layout, supported each other with general help, training as well as whether it was a sale or a stock issue. I believe emotional safety is very important therefore we had regular one on one meetings with each other to ensure that everyone's voice was heard.

Self-teaching

Before signing up to Makers I learnt the basics of Ruby and had experience in Java and Python languages. In September 2020 I have started a 16 weeks full-time immersive course at Makers Academy. I have continued the above mentioned “pico CTF” challenges that are not only entertaining but teaches me about cyber security. Currently I'm learning the Unity game engine with C# and in the process of making my first fps micro game.

Experience

Stock Administrator Eskandar, 12.2019 - 12.2020

- ❖ I was taking care of the daily running of the office which included operational duties, liaising directly with COO and Head office.
- ❖ This was a client facing position where I was taking care of customer orders and assisting with shipment details.

Stock Coordinator - Photo Studio, Matchesfashion, 06.2019 - 12.2019

- ❖ Supervising and training a team of two, implementing new stockroom standards/procedures and working closely with various departments in the production cycle.
- ❖ Continuously looking at ways to improve stock team, customer relationships and increase customer satisfaction.

Stock Controller - Holland and Holland, 11.2018 - 04.2019

- ❖ Working closely with the Retail director, Buyers manager on the smooth organisation of multiple locations.
- ❖ Coordinating and training the sales team about new stockroom standards and shipment procedures.

Stylist Assistant, 06.2018 - 11.2018

Stock Controller - Dolce & Gabbana, 05.2017 - 05.2018

Porter - By Appointment, Harrods, 04.2016 - 05.2017

Junior Digital Marketing Executive, Starweb Agency, 11.2014 - 04.2016

- ❖ Business set-up for Starweb London branch, managing existing and potential clients.
- ❖ Monitoring marketing campaigns with Google Webmaster, A/B testing, PPC optimisation.

Barista - Bar Boulud London, November 2012 – November 2014

Bar Waiter - The Goring, July 2011- October 2012

- ❖ Delivering excellent customer service whilst coordinating the various daily food & beverage services.
- ❖ Training and mentoring new waiting staff.

Education

2020 Makers Academy, London

- ❖ Object Oriented programming, Test Driven Development, Model View Controller
- ❖ Agile methodologies, Group projects, Pair programming
- ❖ Ruby, Rails, JavaScript, HTML/CSS, React, Node
- ❖ RSpec, Jasmine, GitHub, Heroku, PostgreSQL

2016 Shaw Academy, London

- ❖ Digital Marketing Diploma
- ❖ Understanding all key digital marketing channels such as SEO, PPC, Social Media, Affiliate, Content and Email.
- ❖ Defining target audiences, objectives and KPIs, creating paid campaigns for social media and search engines.
- ❖ Website and mobile usability best practices.

2008-2010 Atalanta Education Centre, Budapest

- ❖ Law Administrator

2003-2007 Petzelt József, Szentendre

- ❖ 7 GCSE, Hospitality foundation, Tourism, Business foundation, Home economics

Interests

Gaming: Continuous development and testing of real life scenarios in a first person tactical shooter game called Arma 3.

Hardware: I can always have a good chat about the latest computer components and their performances. One of my favourite topics is the quickly changing graphics cards.

Food: I like to recreate classic dishes using different seasonings to discover new and interesting flavour combinations. Lately I'm experimenting with oven baked fish seasoned with ginger.