SOMOGYVÁRI BENEDEK

Programmer

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- 📍 Budapest, Hungary
- 🔗 Somogyvári Benedek | LinkedIn
- 🐙 Resongeo (Somogyvári Benedek) (github.com)
- 🌐 Somogyvári Benedek | Portfolio (resongeo.github.io)

EDUCATION

Technical Graduation
Software developer and tester

BMSZC Neumann János Informatikai Technikum

- 📅 2022 - 2023
- 📍 Budapest, Hungary

SKILLS

- .NET
- C++
- HTML
- CSS
- JavaScript
- VueJS
- Svelte
- Laravel
- Docker
- Git
- SQL

PROFESSION OBJECTIVE

I would like to make use of my full-stack web and desktop development experience acquired during my studies. I am looking for a role where I can improve as a developer and gain experience in the industry.

PROJECTS

2D Game Engine

Creator

📅 2022 - current

- Creating the core engine functionality (abstraction layers over the platform and graphics API) in C++
- Creating an API which other projects can use
- Editor project to create and edit games
- Mono scripting project to write game logic using .NET Framework 4.7.2

Multiplayer Tank Game

Programmer

- Built the client and server
- Created an abstraction on top of the Riptide library
- Create connection to the server when a client starts the game
- Ensure realtime sync between all clients
- Code refactoring and optimization
- Help design the architecture with other team members

VR Admin Dashboard

Programmer, Designer

- Planning and designing with the other team member
- Creating part of the frontend with VueJS.
- Making the frontend responsive
- Creating part of the backend using Laravel
- Testing using Postman and Selenium
- Writing documentation
- Refactoring .NET clients