Benedek Somogyvári

Software Engineer and Tester

CONTACT

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📞 +36 20 382 67 86

🌐 resongeo.github.io

🐙 github.com/Resongeo

PERSONAL DETAILS

📅 **Birth Date**
2003.10.12

📍 **Residence**
Budapest, XVI. district

SKILLS

`<>` **Languages**
C++, C#, JS/TS

🌐 **Web**
HTML, CSS, Tailwind,
Svelte, React, Vue,
Laravel

🔧 **Tools**
Git, Docker, Postman

LANGUAGES

🗚 **Hungarian**
Native

🗚 **English**
Intermediate

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.

EDUCATION

BMSZC Neumann János Informatikai Technikum

- Technician Graduation as a Software developer and tester
  📅 2022 - 2023
- High school studies
  📅 2018 - 2022

PROJECTS

2D Game Engine

- Creating the core engine functionality (abstraction layers over the platform and graphics API) in C++
- Creating an API that the Editor and Runtime can build on
- Editor to create and edit games
- Mono scripting to write game logic using C#

🗇 **Tech stack**
C++ 20, C#, Python, Git, Premake

VR Admin Dashboard

- Creating frontend with Vue
- Creating backend with Laravel
- Testing with Postman and Selenium
- Refactoring .NET clients
- Dockerizing the project

🗇 **Tech stack**
Vue.js, JS, PHP, Laravel, C#, Git, Docker, Postman, Selenium

Multiplayer Game

- Creating client and server with the Riptide library
- Ensure real time sync between the clients
- Help design the architecture with other team members
- Helping with Monogame code

🗇 **Tech stack**
C#, Git