

# Muzsi Erik-Miklós

Computer Science Graduate

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[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

## WORK EXPERIENCE

### Frontend Developer Intern - jpard Solutions

Jul 2024 - Aug 2024

Cluj-Napoca, Romania

- Built and deployed a **responsive Single-Page Application (SPA)** using **Angular**, **TypeScript**, **Material UI**, **HTML5**, and **CSS3**, improving initial load performance to under 1.5s.
- Integrated **JWT-based authentication** for secure user login and profile browsing.
- Collaborated in an **Agile** development environment, participating in daily stand-ups, sprint planning, and Git-based version control using **GitHub** and **Git Flow**.

## EDUCATION

### Babeş-Bolyai University

Oct 2022 – Jul 2025

Bachelor's degree in Computer Science

Cluj-Napoca, Romania

- Relevant Coursework: Web Development, Object-Oriented Programming (Java, C++), Data Structures & Algorithms, Database Systems, Software Engineering, Game Development.

## TECHNICAL SKILLS

- Frontend:** HTML5, CSS3, JavaScript (ES6+), TypeScript, React.js, Angular, Material UI, Responsive Design, Cross-Browser Compatibility, RESTful APIs
- Backend & Tools:** Spring Boot, Node.js, Express.js, MongoDB, SQL
- Game Development:** Unity, C#
- Version Control & Workflow:** Git, GitHub, Agile/Scrum
- Other Languages:** Java, Python, C/C++

## PROJECTS

### "Milo" Bachelor's Thesis Game Project

Jan 2025 – Jul 2025

Unity, C#, Git, Resprite

Babeş-Bolyai University

- Designed and developed a **2D pixel-art platformer** where players control a dog fighting waves of enemies to earn high scores and unlock **skill-tree-based power-ups**.
- Implemented advanced movement mechanics including **jump buffering** and **coyote time** for improved player control and responsiveness.
- Created all **art assets** and **game code** from scratch, ensuring optimized performance across target platforms.

## Single-Page Portfolio application

Jul 2024 - Aug 2024

Angular, TypeScript, Material UI, HTML5, CSS3, Git

jpard Solutions

- Developed a **responsive portfolio application** enabling users to create, view, and interact with profiles in real-time.
- Implemented **role-based authentication** and **secure API calls** using JWT tokens.
- Deployed via **Netlify** with continuous integration for streamlined updates.

## Miniature Database Management System

Mar 2024 – Jun 2024

Python, Java, Git

- Co-developed a cross-language **data organization and management tool** leveraging the flexibility of **Python** and the performance of **Java**.
- Implemented CRUD functionality with a focus on optimized data retrieval algorithms.

## “DuoTrix” Java 2D Platformer

Dec 2023 - Feb 2024

Java, Swing, OOP, Custom Physics Engine, Sprite Animation

- Developed a **local multiplayer game** featuring real-time **character transformation mechanics**.
- Built on a **custom game engine** with a sprite-based rendering system and collision detection.

## ACHIEVEMENTS & EXTRAS

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- Delivered multiple academic and personal projects from concept to deployment, demonstrating full **Software Development Lifecycle (SDLC)** knowledge.
- Strong foundation in **UI/UX principles**, **responsive web design**, and **frontend performance optimization**.