VIKTÓRIA BUDAI

CONTACT ME

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in www.linkedin.com/in/viktoria-budai

💼 https://viktoriabudai.github.io/

PROFILE

Motivated third-year Business Information Technology, student specializing in Game Development, combining programming skills with 2D art.

Experienced in leading academic game projects and currently expanding into Frontend Development with React.js. . Seeking to contribute to innovative digital experiences.

SKILLS & ABILITIES

Game Development | C# | Unity Game Engine | GitHub | Krita | Adobe Photoshop | Adobe Illustrator | Figma | Frontend Programming | Python | JavaScript | React | Kotlin | Excel | Word | Power Point | English | Hungarian | Finnish (A2)

EDUCATION

JYVÄSKYLÄ UNIVERSITY OF APPLIED SCIENCES BUSINESS INFORMATION TECHNOLOGY, GAME PRODUCTION

Jyväskylä, Finland | 08.2023 - present

UNIVERSITY OF DEBRECEN HEALTH CARE AND DISEASE PREVENTION, PUBLIC HEALTH SUPERVISOR

Debrecen, Hungary | 2015-2019

PROJECTS

UNTIL THE FIELDS: FARMAGEDDON | DEMO ON STEAM PROGRAMMER | LEVEL DESIGNER | 2D ARTIST

- Core Mechanics: Developed complex, physics-based "spider mechanics," including a web-swinging system and object-pulling logic using C#.
- Technical & 2D Art: Designed hand-drawn storybook illustrations and programmed the interactive page-turning system for the narrative sequences.
- Team Collaboration: Worked in a multi-disciplinary team to move the project from initial prototype to a successful Steam release.

Steam Link:
https://store.steampowered.com/Until_the_Fields_Farmageddon/

PERSONAL PROFESSIONAL PORTFOLIO | FRONTEND DEVELOPER | VITE, REACT.JS, TAILWIND CSS | GITHUB PAGES

- Designed and built a responsive portfolio website using Vite and React to showcase my technical and artistic work.
- Built the interface with Tailwind CSS, focusing on a clean, responsive design.

Link: https://viktoriabudai.github.io/