

GERGŐ FÓNÁD

Software engineer

PROFIL

I am a software and system developer with a good knowledge of embedded systems. I have 7 years software development experience and constantly improving my skills through self-training, dedicated courses and with hobby projects.

I switched from the embedded system to mobile (android) web and desktop development based on Flutter, therefore I have strong knowledge from Agile metode too.

When I work with Flutter I most often use: BLoC, Hive, OOP, external packages, CleanCode, JSON, explicit and implicit animations, REST-APIs, Git source control, MVVM and micro-frontend architecture.

CONTACT

LINKEDIN:

<https://www.linkedin.com/in/gerg%C5%91-f%C3%B3nád-6b124b19b/>

MOBIL:

+36-20-517-80-33

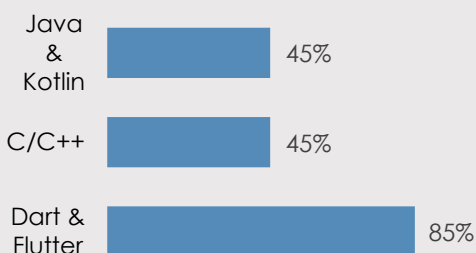
WEB CV:

<https://yellowroka.github.io/webcvpage.github.io/#/>

E-MAIL:

fonadgergo@hotmail.com

SKILLS



EDUCATION

Óbuda University – Neumann János Faculty of Informatics MSc.
2018-2020

Master's thesis: Design and implementation of a multi-purpose application framework for CruzR human service robot. It is based on Android.

Óbuda University – Kandó Kálmán Faculty of Electrical Engineering Bsc.
2013 – 2017

Thesis: Design and implementation of humanoid robot arm. It is programmed with C based on ARM microcontroller and used C# for the graphical UI.

EXPERIENCE

Hunelco Kft.

Senior Front-end Software Developer

2024.01. – NOW (contractor)

Develop software for unique Android based on Flutter.

Data-Vita Kft.

Lead Front-end Software Developer

2023.01. – NOW (contractor)

Develop software for Android based on Flutter.

Cavitiy Eye Hungary Kft.

Senior Front-end Software Developer

2023.01. – 2023.08. (contractor)

Develop software for embedded system's Android and web device based on Flutter.

Organic Only Vending Franchise Magyarország Kft.

Lead System Developer

2022.03. – NOW (contractor)

Design and implementation full system development, automation and POS application development with UI on multiple platforms with Flutter framework. + Project management.

MZX Robotics

Senior Software Engineer

2019.09. – 2019.12.

2021.03 – NOW (contractor)

Based on my Master's thesis design and implementation an Android based service App. Recently it need to maintenance and small further development because it comes to a tender winner project:

<https://mzxrobotics.com/palyazat>

B. Braun Group

Medior Software Engineer

2020.04.–2022.03.

Develop software for embedded medical devices based on C.

evosoft Hungary

Junior Software Engineer

2016.11.–2019.02.

Develop software for embedded automotive devices based on C.

SHORT DESCRIPTION FROM MY FLUTTER/DART EXPERIENCES:

At my latest projects I used these Flutter packages and features and widgets:

- BLoC with BLoC concurrency & Cubit
- Riverpod
- JSON with JSON annotations
- http
- dio with pretty dio logger
- shelf with shelf router
- hive
- heroes animation
- explicit animations
- implicit animations
- page flip animations
- dart vlc with ffi
- media_kit
- call native android code with method channel
- quick usb
- assets
- freezed
- go routes
- auto routes
- file read write
- I tried flame for create animations
- generators: hive generator json serializable, base flutter generator, freezed, injections,
- create dynamic routes
- animation timing
- event handling
- floating action buttons widget
- create unique widgets
- drawer widget
- sizebox widget
- padding widget
- cliprect widget
- container widget
- scaffold widget
- center widget
- material widget
- shadermask widget
- boxdecorations widget
- gridview and listview widgets
- statefulwidget and statelesswidget
- tcp websocket
- REST-API
- get_it
- streams with rxdart
- micro-frontend and MVVM

I build web, Android, Linux (Debian and Ubuntu) and Windows application from the same code base, so I used the Flutter cross-platform based features.

EXTENDED COMPANIES DESCRIPTIONS

Company: Hunelco Kft.
Position: Senior Android Front-end Software Engineer - Contractor
Date: Jan 2024 – now
Place: Budapest, Hungary
Type: Unique Android mobil application – Content protected by confidentiality

Tasks:

- bug fixing
- software maintenance
- development based on product requirement
- design and create statemachines
- make performance optimizations
- implement costumer's changed requirements
- keep in touch with costumer's developer team
- code refactoring
- implement new features
- create application for unique Android devices

Experiences:

Flutter, Android, BLoC, Cubit, Jira, Git, JSON, interapp operations, ,front-end, VSCode

Programming languages:

Dart, Kotlin,

Company: Data-Vita Kft.
Position: Lead Android Front-end Software Engineer - Contractor
Date: Jan 2023 – now
Place: Szeged, Hungary
Type: Android mobil application – Content protected by confidentiality

Tasks:

- bug fixing
- software maintenance
- development based on product requirement
- design and create state machines
- make performance optimizations
- implement customer's changed requirements
- keep in touch with customer's developer team
- code refactoring
- trainee mentoring

Experiences:

Flutter, Android, BLoC, Jira, Git, JSON, front-end, graphical design, VSCode

Programming languages:

Dart

Company: HUN-REN Társadalomtudományi Kutatóközpont
(HUN-REN Centre for Social Sciences)
Position: Senior Android Front-end Software Engineer - Contractor
Date: Jun 2023 – Dec 2023
Place: Budapest, Hungary
Type: Android mobil application – Content protected by confidentiality

Tasks:

- bug fixing
- support development based on product requirement
- design and create statemachines
- make performance optimizations
- consulting and support service
- keep in touch with costumer's developer team
- testing

Experiences:

Flutter, Android, BLoC, Jira, Git, front-end, VSCode

Programming languages:

Dart

Company: Cavitiy Eye Hungary Kft.
Position: Senior Front-end Software Engineer - Contractor
Date: Jan 2023 – Aug 2023
Place: Kecskemét, Hungary
Type: Android application for plastics industry – Content protected by confidentiality

Tasks:

- bug fixing
- software maintenance
- development based on product requirement
- design and create statemachines
- make performance optimizations
- implement costumer's changed requirements
- keep in touch with costumer's developer team
- code refactoring

Experiences:

Flutter, Android, Web, BLoC, Riverpod, REST-API, TCP Socket, Jira, Git, JSON, embedded system, front-end, graphical design, VSCode

Programming languages:

Dart

Company: Organic Only Vending Franchise Magyarország Kft.
Position: Lead System and Software Engineer - Contractor
Date: Mar 2022 - now
Place: Budapest, Hungary
Type: Multi-platform application for food and drink vending machine industry –
Content protected by confidentiality

Tasks:

- create system architect
- Application-level design and development based on product requirement
- select the system hardware parts
- create and implement UI design
- design and create statemachines
- create and implement local databases
- implement costumers requirements
- keep in touch with costumer's other developer teams(embedded and cloud team)
- make time table and coordinate the parts af the project
- create the base release processes
- create animations
- write code generator
- refactoring
- make performance optimizations

Experiences:

Flutter, Debian, Windows, web, Raspberry Pi4, ORM, Hive, BLoC, RESTAPI, TCP socket, Blender, Asana, Git, JSON, embedded sytem, front end, graphical design, VSCode

Programming languages:

Dart, C/C++, python, java

During my time at the company. I am the main responsible of the developing of the central component. This component connect the base hardware functions with the cloud function, and keep in touch with the user. I manage this part of the project.

On that project I am the responsible for the architecture and managing the milestones of the project therefore I used Asana for project life cycle managing and Agile methodes for fast feedback from the costumer and the best quality and customer satisfaction.

At the begginig of the project there was no graphical designer therefore I must created the design of the views and pages. Fort he same reason I must created animation videos too, so I started to learn use the Blender tools too.

Company: MuzixGroup Kft. / MZX Robotics
Position: Senior Robotical Software Engineer - Contractor
Date: Marc 2021 -now
Place: Budapest, Hungary
Type: (Mobil) AI based application for AOSP and Ubuntu based service robot –
Content protected by confidentiality

Tasks:

- sotware maintenance
- Application-level design and development of robots tailored to customer needs
- Functional testing of written software
- on-site monitoring of the robot system and immediate rectification of errors
- software and hardware troubleshooting
- keeping In touch with the buyer and supplier

Experiences:

Android Studio, Android OS, Google DialogFlow, Grandle Build Tool, XML, FireBase

Programming languages:

Java, Kotlin

Maintenance and further development of a tender winner project, thet created baged on my master thesis. (<https://mzxrobotics.com/palyazat>)

Company: B. Braun Group
Position: Senior Software Engineer
Date: Apr 2020 - Mar 2022, 2 years
Place: Budapest, Hungary
Type: Medical embedded system

Tasks:

- develop the software of the embedded medical devices
- software bug fixes,
- implement new features
- working with legacy code
- software maintenance
- develop installer tools
- develop new features for auto-tester tools(internal tools)
- develop matlab/simulink model & matlab scripts
- refactor matlab model & matlab scripts
- check, create and develop software requirements
- create documentations
- run smoke tests on developer side

Experiences:

VSCode, Eclipse, Git, SVN, Notepad++, Visual Studio, Atlassian - Crucible, Jira, MCD, Debian, matlab/simulink

Programming languages:

C/C++, NSIS (Nullsoft Scriptable Install System), Java, Gherkin

Compani: MuzixGroup
Position: Senior Robotical Software Engineer
Date. Jun 2021 – Dec 2021, 7 months
Place: Budapest, Hungary
Type: AI based (Mobil) application for AOSP and Ubuntu based service robot –
Content protected by confidentiality

Tasks:

- maintenance, retrieval, verification, storage of data / specifications of products,
- Application-level design and development of robots tailored to customer needs
- Functional testing of written software
- on-site monitoring of the robot system and immediate rectification of errors
- software and hardware troubleshooting
- keeping In touch with the buyer and supplier

Experiences:

Android Studio, Android OS, Google DialogFlow, Grandle Build Tool, XML,

Programming languages:

Java

Company: Mentor Graphics
Position: Medior Software Engineer
Date: Feb 2019 - May 2019, 3 months
Place: Budapest, Hungary
Type: Automotive industry – generating tool for embedded systems

Tasks:

- modul and software testing
- source code modification

Experiences:

QAC, AUTOSAR, Git, Junitr Eclipse, Notepad++, (AR)XML, Jira, SiL, Jenkins,

Programming languages:

C/C++, Java

During my time at the company I passed the ISTQB - Foundation level exam by the Masterfield exam center. But because of my Masters thesis, had to switch companies during my training period.

Comapni: evosoft Hungary
Position: Junior Software Engineer
Date: Feb 2017 - Jan 2019, 2 years
Place: Budapest, Hungary
Type: Automotive industry – embedded systems

Tasks:

- evaluation of measurements
- compile, run and evaluate developer side measurements
- development of test environments
- development of module tests
- software development
- software bug fixes
- implementation of improvements at code and model level
- model based development (ARXML editing)
- documentation
- maintenance of hardware
- refactaring of modules, functions
- Editing UML graphics
- Processing and implementation of requirements
- Checking and fixing QAC errors
- participation in reviews

Experiences:

INCA, Vector, QAC, AUTOSAR, GIT, RTRT modul testing, Trace32, Eclipse, Visual Studio, Notepad++, (AR)XML, tickets. Jenkins, miniHIL

Programming languages:

Ada, C/C++,

Tanúsítvány

Fónad Gergő

részére, aki sikeresen teljesítette a(z)

Flutter intenzív alapképzés

c. 12 hetes online képzést.

A képzés résztvevői a következő ismereteket sajátították el:

- Dart nyelv áttekintés, Flutter keretrendszer
- Android Studio és Android SDK telepítése
- Flutter widgetek
- Future, aszinkron programozás, Material design
- Listák kezelése, Reszponzív felületek, Alkalmazás többnyelvűsítése
- Állapotkezelés Provider könyvtárral
- Állapotkezelés BLoC könyvtárral, BLoC állapotkezelés, Cubit vs BLoc
- Perzisztens adattárolás, SharedPreferences/Moor/Hive könyvtár
- Hálózati kommunikáció kezelése
- Alkalmazás architektúra
- Animációk, hasznos könyvtárak



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Pásztor Dániel
Oktató

Tanúsítvány

Fónad Gergő

részére, aki sikeresen teljesítette

Dr. Ekler Péter -

Android fejlesztő intenzív alapképzés

c. 8 hetes online képzését.

A képzés résztvevői a következő ismereteket sajátították el:

- Android platform és fejlesztési környezet
- Alkalmazás komponensek, felépítés és életciklus kezelés
- Felhasználói felület készítés ismeretek, stílusok, animációk kezelése
- Fejlett felületi elemek, külső komponensek használata
- Komplex lista kezelés
- Adatbázis kezelés, perzisztens tárolási technológiák
- Hálózati kommunikációs technológiák, HTTP(S) API-k kezelése
- Legjobb gyakorlatok, haladó technológiai elemek

Budapest, 2021. 02. 07.



Dr. Ekler Péter

Oktató



WEBUNI
Szervező

Nyilvántartási szám: B/2020/006691



BME-VIK
Szervező partner

Tanúsítvány

Fónad Gergő

részére, aki sikeresen teljesítette

Dr. Ekler Péter -
Android fejlesztő haladó képzés

c. 12 hetes online képzését.

A képzés résztvevői a következő ismereteket sajátították el:

- Felhő használata
- Komplexebb multimédia funkciók
- Látványos animációk
- Háttér szolgáltatások használata
- Helymeghatározás és térképkezelési lehetőségei
- Rendszeres eseményekre való feliratkozás
- Alkalmazások közötti tartalommegosztás
- Vonalkódok és QR kódok kezelése
- Okosóra (Android Wear) fejlesztési
- NFC alapú adatkezelés
- Architektúra komponensek (JetPack, MVVM, HILT)
- CI/CD GitHub Actions alapok

Budapest, 2021. 07. 08.



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részére, aki sikeresen teljesítette

Dr. Ekler Péter -
Android fejlesztés alapozó kurzus

c. 2 hetes online képzését.

A képzés résztvevői a következő ismereteket sajátították el:

- Android fejlesztéshez szükséges programozói alapfogalmak
- Kotlin nyelvi alapok
- Mobilfejlesztés gyakorlatok
- Objektum orientált fejlesztés alapok
- Osztályok ismerete
- Kivételkezelés
- Függvény típusok
- Szálkezelés, adatstruktúrák

Budapest, 2020. 11. 31.



Dr. Ekler Péter
Oktató



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Tanúsítvány

Fónad Gergő

részére, aki sikeresen teljesítette

Imre Gábor

JAVA Spring Boot intenzív alapképzés

c. 12 hetes online képzését.

A képzés résztvevői a következő ismereteket sajátították el:

- A szerver oldali fejlesztés részei, a Spring Boot fogalmai és felépítései
- Webes fejlesztés alapjai a Servlet, JSP alapok és Spring MVC segítségével
- Rest API fejlesztés Spring MVC-vel valamint DTO-k használata valamint
- Hibakezelést és integrációs tesztelés
- Relációs adatbázisok valamint Objektum-relációs leképezések
- Java Persistence API használata
- Adatkezelés folyamatai a Spring Data használatával
- Tranzakció kezelés, dinamikusan összeállított lekérdezések és az entitások öröklése
- Biztonságos fejlesztés
- A Session, Filter fogalmai
- Autentikáció és az autorizációs folyamatok a Spring Securityvel

Budapest, 2021. 06. 17.



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A handwritten signature in black ink, appearing to read "Imre Gábor".

Imre Gábor
Oktató



HUNGARIAN
TESTING BOARD

CERTIFICATE

of Achievement
presented to

Gergő Fónád

Date of birth: 07.05.1993

having satisfied the requirements of ISTQB
Hungarian Testing Board
has awarded a PASS in the

**CERTIFIED TESTER
FOUNDATION LEVEL**

exam



Exam is based on ISTQB Foundation Level Syllabus; 2011

Tamás Horváth
Leader of HTB's Certification Board

dr. Tibor Csöndes
President of HTB

Granted on:
12 April 2019

Certificate No:
H19041208/CTFL

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Hungarian Testing Board

