Zoltán Majoros

Software Engineer

Zoltán is an experienced software engineer with a diverse range of skills, primarily focusing on game development using Unity. He has worked on multiple released products, providing him with a strong understanding of the full application development cycle, from inception to release. Working in small teams and high responsibility roles, he has been in charge of handling a wide variety of tasks, giving him strong fundamentals in multiple areas of Unity development. His highly self-motivated nature and skillful communication allow him to work effectively in remote positions. With over 5 years of expertise in Unity development, Zoltán possesses hands-on experience in developing mobile applications as well.

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SKILLS

/ GENERAL
• Excels in remote work
• Self-motivated, independent problem solver
• Strong communication skills

/ DEVELOPMENT
• Strong clean code principles
• High-performance C# scripting
• AR/VR development for mobile, Hololens and VR headsets
• Designing complex, modular application architectures
• Creating Unity editor tools
• Profiling, performance optimizations
• Creating scalable, complex UIs
• Design patterns

/ TECHNICAL
• Code reviews, pull-requests
• Git, Plastic SCM
• Experience in C, C++, Swift, Objective-C

EDUCATION

// *Vienna University of Technology, Austria*
Software Engineering | 2008-2009
• Studied via the CEEPUS scholarship program for two semesters as an exchange student.

// *University of Miskolc, Hungary*
Information Engineering | 2002-2008
• Specialized in Application Development. Studies focused on natural sciences, engineering, and both general and applied informatics.

HOBBIES

• Playing guitar
• Music composition and production
• Reading
• Demoscene
• Skateboarding
• Sports (table tennis, frisbee, cycling)

PROFESSIONAL EXPERIENCE

Software Engineer (Unity)
TeamViewer | 2021-2022

// <u>Frontline Spatial Workplace</u>, *enterprise multiplatform augmented reality productivity application (Unity - Hololens, iOS, Android).*
• Implemented new features (both user-facing and backend), bug fixes.
• Mentored new hires and junior team members through weekly jour-fixes, pair programming sessions.
• Contributed to a comprehensive refactoring effort for the product application, starting with redesigning the application architecture to accommodate the latest customer requirements.
• Lead an initiative to improve the team's pull request-related workflow, organized guest talks from other teams within the company to gather and implement best practices.
• Evaluated open-source libraries for internal use, implemented public patches.
• Conducted 2nd round (technical) and 3rd-round (team fit) interviews.

Lead Unity Developer
Bigitec / Brainseed factory | 2021-2022

// <u>Muslim 3D</u>, *an educational video game / interactive museum (Unity - Windows)*
• Hired as the lead developer to oversee the software architecture design and development of the rebooted Muslim 3D project. Starting from scratch, designed and implemented fundamental game systems, such as state management, dialogue, quests, input, UI, inventory, localization, and audio, among other features.
• Developed various editor tools to enhance development efficiency.
• Helped in hiring and building the development team.

// <u>The 7th Axe</u>, *a 2.5D action-platformer game prototype (Unity - Windows)*
• Worked on numerous game systems and tools to help the project progress through a time-constrained development process and reach a successful finish.

Unity AR/VR Developer
Senselab.io | 2018-2019

// *Training application for Hololens, a mixed reality application developed for TÜV Rheinland to aid lecturing and examination for operating specialized heavy-machinery equipment. (Unity)*
• Researched and developed novel UI/UX paradigms and custom UI elements to maximize accessibility for users with no prior experience in Mixed Reality technologies.
• Implemented marker-based positioning and location sharing.
• Responsible for architecting and implementing the application from early conception to final release, incorporating client feedback.

// *eMobility Hololens application, a mixed reality experience for an industry client to showcase their product portfolio at trade fairs for potential customers. (Unity)*
• Created a multi-user, peer-to-peer experience using multiple Hololenses (guide/attendees).
• Developed UI logic, animations, and UX.

// *VR Commercial Experience for AXA, a mobile VR application for the Oculus GO (Unity)*
• Responsibilities: UI programming, animations via Timeline, shader effects, NavMesh-based NPC behavior.

Unity Game Developer
Brainseed factory | 2017-2018

// <u>Squishies</u>, *a VR puzzle platformer for PC and PlayStation VR (Unity)*
• Responsible for a wide range of tasks from conception to implementation, including but not limited to: gameplay logic, NPC behavior, shaders, visual effects, performance optimizations, UI, and level design.
• Worked in a small agile team, utilizing SCRUM, conducting daily standups, operating in two-week sprints.
• Gained experience in relative estimations of user stories and managed feature/bug balancing during sprints.

iOS Application Developer
Freelance | 2009-2017

// *Select Project: Custom augmented reality application for iOS (SceneKit, Swift, Objective-C)*
• Developed a native Augmented Reality application to scan 3D indoor spaces using a dedicated 3D scanner, analyzing scene features to assist work at construction sites. Utilized the structure.io SDK on top of SceneKit to implement environment scanning, movement tracking, and scene recognition features.