

# Gergely Pásztor

Junior Software Engineer

📍 Heilbronn, Germany ☎ +36204261510 📩 pasztorgergo33@gmail.com 📅 2003. 11. 06

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Profiles	<a href="#">github</a>	<a href="#">linkedin</a>	<a href="#">portfolio</a>
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Summary	Motivated Software Engineer with a keen interest in simulations, rapid prototyping and object oriented programming. In my spare time, I have worked on a diverse array of personal programming projects, and have taken part in a number of hackathons at prestigious companies like Porsche Digital and Audi Sport. Once a project takes my interest, I work on it tirelessly until completion, but also bring a unique perspective to the team to help solve any arising issues. The skill I am most proud of is my ability to rapidly learn new skills/technologies, even without any relevant prior experience.
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Experience	<b>Audi Sport</b> Software Engineer Intern <a href="http://audi.com/en/sport/">audi.com/en/sport/</a>	<b>March 2025 - September 2025</b> Neckarsulm, Germany
Created prototype simulations of Audi's next generation HMI Cluster, implemented on a custom simracing rig I assembled using original Audi parts (steering wheel, panorama display), making use of their CAN signals to create realistic interactions and rapidly test new function ideas, decreasing the time and cost required during Research and Development.		

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Education	<b>Ecolé 42 Heilbronn</b> Software Engineering Academy <a href="http://42heilbronn.de">42heilbronn.de</a>	<b>2022 - 2025</b> Heilbronn, Germany
	<b>Szalézi Szent Ferenc Gimnázium</b> Gymnasium	<b>2018 - 2022</b> Kazincbarcika, Hungary

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Projects	<b>Arma 3 Mod Development</b> C++   Blender   Substance Painter	<b>2022 - Present</b>
Helped start and currently lead a team of mod developers for the military simulation game, Arma 3, where I personally take on a variety of complex projects to improve the gameplay of my friends and community members, while mentoring the other members of the team and assisting them with their own projects. My work here has improved my skills in reverse engineering due to the minimal documentation, communication due to the coordination with project requesters, and object oriented programming.		
<b>Transcendence</b> Angular   Python Django   CSS   Typescript   Docker		
Final project at 42 Heilbronn, where we created a complex website in a team of 5, with a social system (friends/messaging), built around a pong game with different modes (tournament, PVP/PVE and special modes), using Python Django for the backend and Angular for the frontend, all built inside a docker network.		
<b>IRC</b> C++   Makefile		
At 42 Heilbronn, we programmed an Internet-Relay-Chat server from scratch, using C++98 and feature ready following the RFC2812 client protocol, enabling secure communication over TCP/IP between clients.		
<b>2024</b>		

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Skills	<b>C/C++</b>	<b>Makefile</b>	<b>Python</b>
	<b>Object Oriented Programming</b>	<b>Reverse Engineering</b>	<b>Rapid Prototyping</b>
	<b>Blender</b>	<b>Unity/Godot</b>	<b>Protopie</b>
	<b>MQTT</b>	<b>CAN-Bus</b>	

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References	<b>Adrian Hell</b> Systems Expert at Audi Sport GmbH Interior R&D <a href="mailto:adrian.hell@audi.de">adrian.hell@audi.de</a> +49-160-93983374
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Languages	<b>Hungarian</b> Native	<b>English</b> Business Level	<b>German</b> Beginner (Studying)
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