


Pásztor Gergely

Software Engineer

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 bloodbine

EDUCATION

Software Engineering

42 Heilbronn

10/2022 – present | Heilbronn, Germany

High School

Szalézi Szent Ferenc Gimnázium

2018 – 2022 | Kazincbarcika, Hungary

SKILLS

C	● ● ● ● ●
C++	● ● ● ● ●
Python	● ● ● ● ●
Git	● ● ● ● ●
Blender	● ● ● ● ●
Godot	● ● ● ● ●
Unity	● ● ● ● ●
Lua	● ● ● ● ●
HTML	● ● ● ● ●
CSS	● ● ● ● ●

COMPETITIONS

Porsche AI Coding Days 2023

Audi Hackathon 2023

Github Gameoff 2023

1-Bit Game Jam 2023

CodinGame Fall Challenge 2022

LANGUAGES

English, Hungarian

PROFILE

Passionate and driven Software Engineering student from 42 Heilbronn with hands-on experience in game development, team collaboration, and programming.

As the founder of a Game Developer club, I have demonstrated leadership and initiative, fostering a collaborative environment for aspiring developers.

My participation in multiple hackathons has honed my problem-solving skills and ability to work under pressure.

Actively involved in two Mod Developer teams and experienced in managing a game server, I have cultivated a robust understanding of project management and team dynamics.

Proficient in C, C++, Python, Shell, and Git, I am eager to contribute to innovative projects and further develop my technical and professional skills.

PROFESSIONAL EXPERIENCE

Mod Developer - Arma 3 Community

2023 – present

- Created custom assets
- Worked in a professional team
- Researched and reverse-engineered code with minimal documentation

Server Manager - Arma 3 Community

2022 – 2023

- Configured server for good user-experience
- Handled rapid server maintenance

PROJECTS

Transcendence (WIP)

Complex containerized Website with authentication, security, social system, pong game with tournaments and more

IRC

IRC Server written in C++98 for KVIRC

Minishell

Terminal Shell environment written in C

Inception

Docker-Compose network

Infrastructure of 3 services:

- Wordpress website
- Nginx reverse proxy
- MariaDB database