DANIEL DEAK
SOFTWARE ENGINEER

+36 70 452 7301
DEAKDANI04@GMAIL.COM
BUDAPEST, HUNGARY

Results-oriented software engineer with 2 year of experience seeking a challenging position to contribute my strong problem-solving skills, expertise in C#, Object-Oriented Programming, Python, Design Patterns, MVVM and passion for delivering high-quality software solutions in a collaborative team environment.

TECHNICAL SKILLS

Languages: C#, Python, HTML, CSS
Developer Tools: Visual Studio 2022, Visual Studio Code
Technologies/ Frameworks: .NET, WPF, ASP.NET, Design Patterns, SOLID Principles

KNORR-BREMSE BRAKE SYSTEMS   **Aug. 2022 - PRESENT**
Embedded Systems Developer   **Budapest**
HU
- Developed an application that helped in the work of nearly 50 people, and sped up the group's production by about 30%.

KNORR-BREMSE BRAKE SYSTEMS   **Nov. 2023 – PRESENT**
Test Engineer – Software Developer   **Remote, Schwieberdingen**
DE
- Currently developing a Test Framework with 5 other people, which is crucial in the Knorr ecosystem. This framework improves the accuracy of the testing by 50% and the speed by 70%.

PROJECTS – View all of my projects on GitHub(https://github.com/deak-daniel)
Naive Bayes classifier:
- I developed this machine learning model entirely in C#, and with an obect oriented view.
- Because of it's nature, the naive bayes model is not the most precise model out there, but data scientists love it, because of it's ease of use and ease of implementation.

Óbuda University, John von Neumann faculty   Sept. 2023 - PRESENT

Bachelor of Science in Computer Science Engineering   Budapest,

RELEVANT COURSEWORK

- Artificial Intelligence I.
- Artificial Intelligence II.
- Calculus
- Software Development and Testing