

DR. ARON BALOGH (DLA)

System Architect, MTVA | Assistant Lecturer, Budapest Metropolitan University

Seeking medior frontend developer roles focused on 3D web applications (WebGL, WebGPU). Proven track record in interactive media projects. Open to growth-oriented teams or project management roles where my broadcast, animation and 3D visualization expertise delivers high-impact user experiences.

WORK EXPERIENCE

Budapest Metropolitan University (METU) — Assistant Lecturer

Sept. 2016 – Present

- Lead 3D technology, media design, and visualization courses, instructing students on tools and techniques.
- Contribute to curriculum development and updates relevant to evolving industry trends.

Hungarian Public Service Media services (MTVA), Budapest

— System Architect

Jan. 2021 – Present

- Design and implement technical solutions for interactive media projects, incorporating real-time 3D visualizations and infographics in broadcast and 3D web environments leading to a 15% increase in user engagement.
- Develop full-stack applications (React, Express, MySQL) to support data-driven projects, ensuring seamless user experiences.
- Utilize 3D scripting (Vizrt, Autodesk Maya) for complex visualizations and dynamic content creation.

— Senior Developer

Jan. 2019 – Jan. 2021

- Oversaw the development of national election shows in live broadcast and web, resulting in the top-rated platforms in Hungary.
- Contributed to data visualization for the largest international broadcast live events across Hungarian national broadcast and web platforms.

— Broadcast Developer

Jan. 2013 – Jan. 2019

- Developed dynamic web platforms utilizing HTML5, CSS3, and JavaScript, enhancing the interactive media experience for broadcast.
- Created engaging motion graphics and visual effects within industry-standard design software, ensuring visually compelling content. Integrated real-time 3D elements and data visualizations into broadcast environments using specialized multimedia tools.

Eszterhazy Karoly University (EKKE) — Visiting Lecturer

Sep. 2016 – Dec. 2016.

- Developed and delivered a curriculum focusing on 3D graphics fundamentals, covering both concepts and software techniques.

CONTACT

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Budapest, Hungary

Open to remote work opportunities.

SKILLS

Professional

- Technical Project Management
- Team Collaboration
- Planning and Forecasting
- Flexible, Adaptable, Remote Collaboration

Technical

- JavaScript
- TypeScript
- MySQL
- Express.js
- React
- Node.js
- HTML5
- CSS3
- Web 3D
- Multimedia
- Realtime broadcast
- Animation
- Redmine, Trello, Zoom, Meets, Ms Teams, Ms Office

LANGUAGES

- English, fluent (State-accredited language exam: C1 level)
- Hungarian, mother tongue

PROJECTS

Elections 2024 Data Visualization: European Parliament + Hungarian Municipal / Local Elections

- Developed a data-driven frontend application for live election broadcasts featuring selection/control interfaces for 3D broadcast graphics and real-time, data-based animations.
- Built customizable data visualization templates showcasing results with engaging 3D elements and graphics.

Hungarian Parliamentary Election GUI (2022)

- Developed the graphical user interface (GUI) for the live election broadcast, integrating 3D graphics, animation, and UI design for a streamlined user experience.

UEFA/Formula 1 GUIs and AR Elements (2019-2023)

- Developed live broadcast GUI for UEFA Champions League TV Show and integrated innovative real-time augmented reality (AR) elements for Formula 1 coverage.
- Expertise in 3D graphics, animation, AR integration, and GUI design for creating compelling viewer experiences.

SmartVideo System Startup (2017-2018)

- Engineered an HTML5 web interface integrating with Adobe After Effects render engines, leveraging After Effects graphics templates, scripting, and expressions for workflow optimization.

EDUCATION

Doctor's Degree (DLA), Doctoral School of Theatre, Film and Video Arts, Budapest

Focus: Real-time broadcast technologies, 3D WebGL/WebGPU | Sept. 2017 – Dec. 2023. *(Completed)*

Master's Degree (MA), Budapest College of Communication and Business | Film/Cinema/Video Studies | 2014.

Bachelor's Degree (BA), Eszterhazy Karoly College
Majors: Film and Media Studies, English Language | Multimedia Specialization | 2012.

AWARDS

Dean's Award for Excellence (2023)

Awarded for outstandingly innovative research in the field of artificial intelligence and its application to motion picture technologies, and for the successful implementation of these research findings in teaching.

Budapest Metropolitan University (METU), Faculty of Arts and Creative Industries, Department of Animation and Media Design

PROFESSIONAL DEVELOPMENT

VOS Media Software and Adobe Animate HTML5 Training.

Harmonic Inc.: professional television training.

dec. 2023.

AI-assisted programming course

CodeCool Ltd.

Certificate id: T/2023/427417-1

dec. 2023.

GIT Source code management course

SZÁMALK Educational and Information Technology Plc.

Certificate id: T/2021/250018-1

dec. 2021.

Junior Front-End Online Program

EPAM | Software Engineering & Product Development Services.

Certificate id: HUFE2112

VIZ One API Developer

VIZ University (Stockholm, Sweden): Certified Pro Viz One API Developer, 2017.

RUANDER Educational Ltd.:

Advanced PHP Programmer

(PHP7, OOP). Diploma number: E-000069/2013/D024

Web Programmer. Diploma number: E-000069/2013/D003

JavaScript Developer.

Diploma number: E-000069/2013/D019

Autodesk Maya Pro 3D Animation

Masterclass: MeshArray | Program

Accreditation: PL-6043