

# 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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[github.com/DrAronBalogh](https://github.com/DrAronBalogh)

Budapest, Hungary

(Open to remote, hybrid, and relocation)

## 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