Ferenc Dajka

Personal details
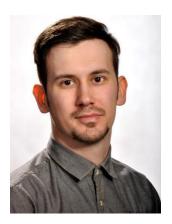
Name:	Ferenc Dajka
Born:	Budapest, 1989.09.13
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Professional experience

- **Game Developer [Kite Games] (2017-)**: gameplay and technical programming using Unity3D
- **Web development [Helpynet Ltd, 4i Kft] (2015-2016)**: web, network interface development with Codeigniter, JQuery. MVC design.
- **Game development [Self-employed] (2015, 6 months)**: game programming with Unity3D engine, C#. Game design and programming.
- **iOS game development [Zen Capital Pty Ltd] (2013-2014)**: mobile game development with Cocos2d-x framework, using C++. Game Center, Mobile Ad integration. Knowledge of iOS AppStore publishing process.
- **Web development [BlindInvestement] (2012-2013)**: maintaining, developing, administrating *blindinvestment.hu*, using PHP, Javascript.

References

Link to references: **http://people.inf.elte.hu/dafqaai/reference/**

Technologies, programming languages, skills

- Unity3D, C#
- HTML5, CSS3, Angular, Javascript Vanilla, Typescript
- C++, 3D graphics: GLSL, HLSL (Unity3D's)
- UML, Design patterns, OOP
- UI design knowledge (mockup, prototype, user test)
- Java
- SQL, PL/SQL, MySQL, MS SQL,
- Git

Studies

- Eötvös Loránd University, Faculty of Informatics, Software Information Technologist MSc (2015)
- Eötvös Loránd University, Faculty of Informatics, Software Information Technologist BSc (2012)

Languages

English - Medium level, category C, confident communication

Additional skills

- Intermediate knowledge of Photoshop (clone, retouch, select methods, coloring a black-and-white picture)

Personality, interests

- People, rational thinking, maximalism, empathy.
- (Software-)ergonomics, videogame designing, digital graphics, psychology, football, inline skating,