

Gellért Szalai

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EDUCATION

Linneaus University

Bachelor of Software Technology in Computer Science

Växjö, Sweden

Aug. 2023 – May 2026

Bethlen István Economic and Public Administration Highschool

Highschool diploma in English and Business

Veszprém, Hungary

Sept. 2018 – June 2023

EXPERIENCE

Academic Research on Deepfake Technology

Feb 2024 – May 2024

Linnaeus University

- Authored a 10-page essay on deepfake technology, exploring ethical and societal challenges, using Overleaf
- Conducted in-depth research and gathered feedback from peers and professors through forums and consultations
- Exhibited strong analytical and communication skills, synthesizing complex ideas and presenting them to both technical and non-technical audiences

PROJECTS

Cookbook Application | Java, Object-Oriented Programming, JavaFX, MySQL, Git

Feb 2024 – May 2024

- Developed a desktop application for users to manage and share recipes using Java and MySQL
- Designed an intuitive user interface with JavaFX and SceneBuilder for seamless user interaction
- Implemented database integration with MySQL to store and retrieve recipes
- Utilized Object-Oriented Programming to enhance project maintainability and scalability
- Used Git for version control and team collaboration, ensuring code integrity and smooth integration

Raspberry Pi Pico Projects | MicroPython, C/C++, Assembly, LEV8

May 2024 – Aug 2024

- Developed and programmed various hardware projects using a Raspberry Pi Pico with MicroPython and C/C++
- Utilized LEV8 assembly language for low-level programming and performance optimization
- Interfaced with sensors and managed GPIO pins for real-time data acquisition and hardware control
- Built and tested applications to control hardware components and gather sensor data
- Enhanced skills in embedded systems programming and low-level hardware interaction

Bookstore Management System | Python, MySQL, Algorithms

Dec 2023 – Feb 2024

- Developed a comprehensive bookstore management system using Python and MySQL for backend data storage
- Implemented features for users to browse and preview books, add items to the shopping cart, and perform checkout
- Designed an algorithm to calculate shipping costs based on the distance between the store and the user's location
- Enabled dynamic price calculation during checkout, including quantity adjustments and shipping costs
- Ensured a smooth and user-friendly experience, utilizing efficient database queries for real-time data management

Minecraft Arena Plugin | Java, SQL (MySQL), Git

May 2020 – June 2022

- Designed and developed a Minecraft server plugin to enhance gameplay during leisure periods
- Integrated MySQL for data storage and retrieval, allowing dynamic game statistics management
- Shared the plugin with a community of over 1,000 users, achieving a 4.5/5-star average rating
- Used Git for version control, ensuring smooth collaboration and code integrity during development
- Worked closely with Minecraft server administrators to incorporate feedback and implement feature requests

TECHNICAL SKILLS

Languages: Java, Python, C/C++ SQL (MySQL), HTML/CSS, Assembly

Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, PyCharm, Photoshop, JavaFX (SceneBuilder)

Concepts: Object-Oriented Programming (OOP), Database Management, Version Control (Git), Teamwork (team of 6)