

# György Nagy

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## EDUCATION

### EÖTVÖS LORÁND UNIVERSITY

COMPUTER SCIENCE, BSC  
Sep 2020 -  
Budapest, Hungary

### PÁZMÁNY PÉTER CATHOLIC UNIVERSITY

MOLECULAR BIONICS ENGINEER, BSC  
Sep 2017 - Jun 2019  
Budapest, Hungary

### RUANDER KFT. JAVA SE/ME COURSE

Sep 2016 - Dec 2016  
Budapest, Hungary

### KÖNYVES KÁLMÁN HIGH SCHOOL

Grad. May 2015  
Budapest, Hungary

## COURSEWORK

C++ Programming  
Bash Programming  
Matlab Programming  
Java Programming  
Linear Algebra  
Mathematical analysis  
Discrete mathematics

## SKILLS

### TECHNICAL

Experienced  
C++  
Over 1000 lines of code  
Python • HTML5 • CSS3 •  
Javascript(ES6) • Java  
Familiar with  
Bash • Latex • SQL • Git •  
Bootstrap • MATLAB • Julia

### LANGUAGES

Hungarian  
English  
German basics  
Spanish basics

## PROJECTS

### CONNECTFOUR | GITHUB

May 2018 | Budapest, Hungary

- University course project, 2D connect four game
- Written in C++
- For graphics, I used a previously created set of widgets (see below)

### WIDGETS | GITHUB

Autumn 2018 | Budapest, Hungary

- University course project, a set of graphical widgets
- Written in C++
- I had to create a set of widgets using a graphical library created by my lecturer. I had to ensure the interaction as well as the design of the widgets. E.g. checkbox, button, scrollable list, static text, text input.

## EXPERIENCE

### PRESZTÍZS MÉDIA KFT. GRAPHIC DESIGNER

Sep 2016 - | Budapest, Hungary

- Part time job
- My responsibility is to check the papers of the magazine for graphical issues before sending them to be printed