

# György Nagy

gyorgy.nagy97123@gmail.com | +36/70-606-0716  
gyorgynagy.com | github/gyurinagy | linkedin/györgy-nagy

## EDUCATION

### EÖTVÖS LORÁND UNIVERSITY

COMPUTER SCIENCE, BSC  
Sep 2020 - | Budapest, HU

### PÁZMÁNY PÉTER CATHOLIC UNIVERSITY

MOLECULAR BIONICS ENGINEER, BSC  
Sep 2017 - Jun 2019 | Budapest, HU

### RUANDER KFT.

JAVA SE/ME COURSE  
Sep 2016 - Dec 2016 | Budapest, HU

### KÖNYVES KÁLMÁN HIGH SCHOOL

Graduated May 2015 | Budapest, HU

## COURSEWORK

C++ Programming  
Bash Programming  
Imperative Programming (in C)  
Functional Programming (in Haskell)  
Java Programming  
Linear Algebra  
Mathematical Analysis

## SKILLS

### TECHNICAL

Experienced

C++

Many hours spent with

Python • C • Haskell • Bash •

Javascript(ES6) • HTML5 • CSS3

Familiar with

Java • PowerShell • Latex • SQL •

Git • Bootstrap • MATLAB • Julia

### LANGUAGES

Hungarian

English

German basics

Spanish basics

## PROJECTS

### CONNECTFOUR | GITHUB

May 2018 | Budapest, HU

- 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, HU

- 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.

## WORK EXPERIENCE

### PRESZTÍZS MÉDIA KFT. GRAPHIC DESIGNER

Sep 2016 – Dec 2020 | Budapest, HU

- Part time job
- My main responsibility was to check the papers of the magazine for graphical issues before it being sent to be printed.