# 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
Imperative Programming (in C)
Functional Programming (in Haskell)
Java Programming
Linear Algebra
Mathematical analysis

## 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