

# Kühn András Gábor

Short CV for a surface-level overview of my skills and experience

See the rest on my GitHub page: <http://github.com/kuhnandrasgabor/cv>

Or chat with me / about my CV with my GPT chatbot: <https://chatgpt.com/g/g-CwjQO2tT5-curriculum-virtuale>

## Personal info

- **Location:** [Szeged, Hungary](#)
- **Email:** [kuhnandrasgabor@gmail.com](mailto:kuhnandrasgabor@gmail.com)
- **Social:** [LinkedIn](#)
- **Visuals:** [Gallery](#)



## Objectives & Aspirations

I'm seeking a long-term career with opportunities for growth, working on meaningful projects, ideally in a remote or flexible work environment.

## Professional experience

I'm a professional with over a decade of diverse experience spanning various fields, ranging from **machine learning** and **web development** through **3D visualizations** to professional **photography**, leadership experience, and a wide range of technical skills.

### 2020 – Present: Data Science, Machine Learning, Full-Stack Developer & Acting CTO at Pzartech Ltd.

Initially a freelance developer, ended up as acting CTO, in charge of all development and architecture decisions.

#### Web based data management software

I was in charge of developing a web-based data management system, focusing on MRO and industrial clients, enhanced by AI search tools.

#### Machine learning and training

##### Image Classifier

I was tasked with improving the results and scope of the image classifier network we used for industrial part recognition.

##### OCR

Another task of mine was the prototyping of an OCR software solution, where we had to detect writing from stamped machine parts to hand-engraved dotmatrix serial numbers.

## 2011 – Present: Freelance Professional (Photography, 3D Graphics, Webdesign, Architectural Visualization)

Worked on a multilanguage checklist app for iOS, a PHP Magento-based online store, interactive, real-time 3D architectural visualization projects, 3D modeling and animation, branding, advertising, logo and web design and as a freelance photographer.

### *3D modelling and visual effects*

I had the opportunity to work on some 3D visualizations for interactive training material related to natural disasters.

[Go to 3D gallery](#) [↓]

### **Interactive Architectural Visualization**

Real-time walking simulation in Unreal Engine 4, with interactive elements.

[Go to interactive gallery](#) [↓]

### **Realistic Architectural Visualization**

Quick and dirty, but still reasonably realistic renders of two gardens on a two-day deadline.

[Go to realistic gallery](#) [↓]

## 2014. – 2020. Stoneglass Labs KFT., Szeged (CEO)

Headed a software development team in a small company developing an ambitious online multiplayer game.

### ***Stars End (MMORPG game software project)***

We were developing a real-time Sci-Fi massively multiplayer online role-playing game.

[Go to starsend gallery](#) [↓]

## Studies

- **Business Coaching** (2013 – 2014) Basic business workflow and management training through TÁMOP 2.3.6 grant.
- **Tripont Light Academy 1-2-3** (2011 – 2013) Comprehensive training in lighting techniques, various photography disciplines, and project management.
- **SZTE JGYPK, Web Programmer Certificate** (2010 – 2011, *Incomplete*) Gained foundational skills in web development, including HTML, Java, SQL, and graphic design. Lost interest and shifted to photography and entrepreneurship.
- **SZTE TTIK, Computer Engineering BSc.** (2008 – 2010, *Incomplete*) Attended courses in programming (C, Assembly), computer architecture, discrete mathematics, and algorithms. Did not complete the degree, switched career focus.

# Skills and competencies

## Technical Skills

### Programming Languages

- **Experienced:** C#, Python
- **Proficient:** C++, HTML, CSS, SQL, PHP
- **Familiar:** Java, JavaScript, TypeScript, C, Google Script, assembly

### Frameworks and Technologies

- **Web Development Frameworks:**
  - **Experienced:** .NET Core, Blazor, Razor, MAUI, MudBlazor
  - **Proficient:** Angular
  - **Familiar:** Flask
- **Machine Learning Frameworks and Tools:**
  - **Familiar:** FastAI, PyTorch, TensorFlow, Scikit, Jupyter Notebooks, Paperspace Gradient
- **DevOps and Containerization:**
  - **Experienced:** Azure DevOps
  - **Proficient:** CI/CD pipeline implementation
  - **Familiar:** Docker, Docker Compose
- **Data Analysis and Visualization:**
  - **Familiar:** Pandas, NumPy, Matplotlib, Seaborn

### Databases and Data Management

- **Proficient:** MongoDB, SQL databases (e.g., MySQL, SQL Server)
- **Familiar:** ElasticSearch

### Cloud Services and DevOps

- **Experienced:** Azure DevOps, Portal, Storage, App services and VMs
- **Proficient:** Azure Resource Management, CI/CD pipeline implementation
- **Familiar:** Docker, Docker Compose, Azure Media Services

### Software and Tools

- **Version Control:**
  - **Experienced:** with Git (Azure DevOps, GitHub)
  - **Familiar:** with SVN
- **3D Graphics and Modeling:**
  - **Experienced:** Blender 3D, Unreal Engine 4, Unity 3D
  - **Proficient:** Substance Painter, Substance Designer, SketchUp, V-Ray
  - **Familiar:** Houdini, SolidWorks CAD, ArchiCAD, CATIA, Fusion 360
- **Adobe Creative Suite:**
  - Experienced with Adobe Photoshop and Adobe Lightroom

### Creative Design and Game Development

- 2D/3D asset creation, vector graphics, modeling, texturing, lighting, and rendering
- UI/UX design for web and applications
- Visual storytelling and game design
- VFX, shaders, and procedural/parametric modeling
- Experience with game development and engine customization in Unity 3D and Unreal Engine 4
- Animation and physics simulation

## Professional Skills:

- **Project Management:** Experience managing projects from conception to completion, including software development, marketing campaigns, and creative projects. Familiar with Agile methodologies and Azure DevOps for CI/CD pipeline management.
- **Business and Negotiation:** Experience in business negotiation, client management, and corporate administration. Skilled in developing and executing strategic business plans.
- **Creative and Design Skills:** Strong background in creative design, including 2D/3D asset creation, UI/UX design, and visual storytelling for gaming and simulation. Experienced in VFX, shaders, and procedural/parametric modeling.

## Soft Skills:

- **Leadership:** Experience in managing smaller cross-functional teams in mostly startup environments. Capable of mediating conflicts and fostering a collaborative workplace.
- **Communication:** Fluent in English (C2) and beginner in German (A1). Skilled in clear and effective communication with both technical and non-technical stakeholders.
- **Problem-Solving and Adaptability:** Strong analytical skills with a demonstrated ability to solve complex problems and adapt to new challenges. Comfortable learning new technologies and tools independently.