Kühn András Gábor

Short CV

See the rest on my GitHub page:

http://github.com/kuhnandrasgabor/cv

Personal info

- **Location:** Szeged, Hungary
- **Email:** kuhnandrasgabor@gmail.com
- **Social:** LinkedIn
- **Visuals:** Gallery

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
- 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
- 3D modeling, texturing, lighting, and rendering
- Animation and physics simulation
- Architectural visualization and development of interactive demos

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.