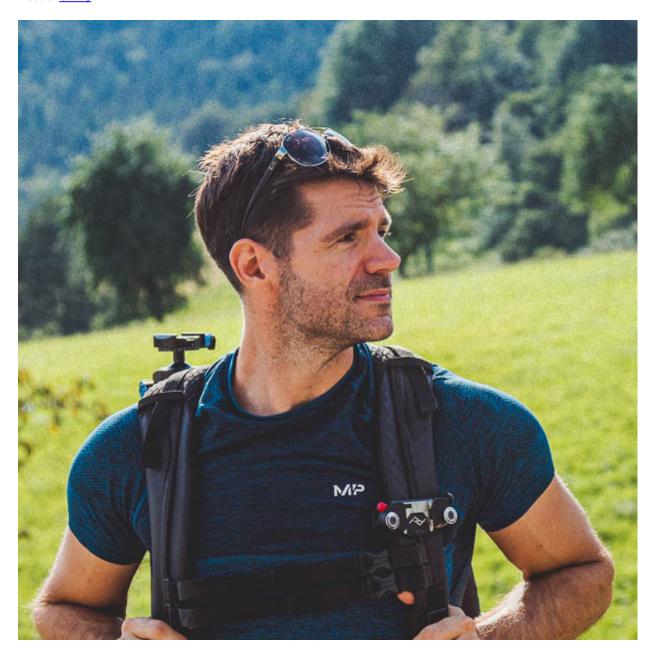# Kühn András Gábor

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Professional experience

Experience Summary:

I'm a professional with over a decade of diverse experience spanning various fields, ranging from professional photography, 3D visualization, full-stack software development, to machine learning. I have a track record in leadership roles, including CEO of a tech startup, where I led a complex multiplayer online game development project, later as CTO of a startup doing AI powered industrial data management and SaaS solutions. I have experience in business negotiation, project management, but am my very best at creative design and problem-solving, aided by a strong technical background in full-stack development, graphics programming and data science. I excel in multicultural environments. Committed to continuous learning and improvement, with an eye for detail and a passion for technology and innovation.

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

- Initially joined as a freelance developer; currently acting as CTO, overseeing all technical development and architecture.
- Leading the development of web-based data management software and SaaS solutions for ERP systems.
- Responsible for Azure cloud resource deployment, DevOps project management, and CI/CD pipeline implementation.
- Spearheading .NET Blazor Razor pages projects with MAUI multiplatform build targets.

- Collaborating on strategic planning, technical decision-making, and future company growth, including a potential equity stake based on contributions.
- Key contributions include SAP integration prototype, ElasticSearch analytics, Azure storage management, development and implementation of visual search and OCR solutions.

2011 – Present: Freelance Professional (Photography, 3D Graphics, Web Design, Architectural Visualization)

- Built a versatile freelance career working across photography, 3D visualization, web design, and architectural rendering.
- Worked on interactive, real-time 3D visualization projects using Unreal Engine 4 and Blender for both personal and client projects.
- Developed custom software and visual content for architectural clients, real estate businesses, and various small enterprises.
- Handled marketing, business negotiation, and client relations independently to maintain a diverse client base.

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

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