

Levente Varga

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INTRODUCTION

I am a driven and enthusiastic programmer and designer attracted to solving problems with creativity and attention to detail. With a robust computer science and mathematics background combined with my interest in art, graphics, and eagerness to learn, my goal is to design and create professional software.

EXPERIENCE

Flutter Developer | Ecometer Kft.

May 2024 – Present
Budapest, Hungary

- Developing a mobile app for taxi drivers in Flutter
- Also developing a robust desktop Flutter app for service centres
- Using RESTful API to communicate with the taximeter unit and the server
- I designed both apps in Figma (see my portfolio)

R&D Intern | Ericsson AB

June 2023 – December 2023
Gothenburg, Sweden

- Developed a unit test generator Clang plugin for C++ source files in a team
- Up to 80% code coverage and reduced testing time by 50%
- Wrote a custom JSON parser in C++ based on the RFC7159 JSON standard

Flutter Software Developer | Arteries Studio Ltd.

May 2022 – August 2022
Budapest, Hungary

- Developed a mobile app in Flutter as part of an agile team
- Implemented a real-time in-app chat feature using RESTful API
- Participated in agile sprints and used version tracking

SKILLS

Programming languages: C++, C#, Dart, Kotlin, HLSL, SQL, Java

Software and tools: .NET, Git, Flutter, Unity, Windows, MacOS, Figma, RESTful API

Concepts: OOP, Agile Development, Clean Code, Game Engines

PROJECTS

[Cardium](#) | Game prototype

2025

- My master's thesis project that mixes the extraction and deck-building genres

[Tower](#) | Game engine

2025

- Game engine project for learning DirectX, following a lecture series

[Weave](#) | Co-op video game

2023

- University team project that combines mechanics from Snake and Tron

[Graphs](#) | Graph generator and visualiser

2022

- Random graph generator (with 4 models) using force-directed graph drawing

EDUCATION

Game Design and Technology MSc | University of Gothenburg

August 2022 – June 2025

Gothenburg, Sweden

- Focusing on computer graphics and game engines
- Attended the Swedish Game Conference twice

Computer Science BSc | Budapest University of Technology and Economics

September 2018 – January 2022

Budapest, Hungary

- Major in software development with excellent final grade
- Practiced the agile methodology and multiple programming languages
- Object-oriented programming, software design patterns and clean code

AWARDS

Lajos Csizmas Award | Scholarship

2018

- Recognition for academic performance and for achieving top placements in mathematics, informatics, and robotics competitions

INTERESTS

- UI/UX design, game development, video editing
- Music (*played percussion in a symphonic orchestra for 4 years*)