

# Levente Varga

**Location:** Budapest, Hungary  
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**Portfolio:** [leventevarga.com](https://leventevarga.com)

## INTRODUCTION

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

## EXPERIENCE

### **Junior Software Engineer** | EF Education First

July 2025 – Present  
Budapest, Hungary

- Full-stack development in the High School Exchange Year team
- Working in ASP.NET Core (C#, Razor, MVC, Entity Framework) and JavaScript
- Using MSSQL and MongoDB along with Azure
- Responsible for maintaining the software used for managing host families and international exchange students in the USA

### **Flutter Developer** | Ecometer Kft.

May 2024 – Present (contract)  
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
- Designing both apps in Figma (see 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

## SKILLS

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

**Software and tools:** .NET, Git, Flutter, Unity, Windows, MacOS, Figma, RESTful API  
**Concepts:** OOP, Agile Development, SCRUM, Clean Code, Game Engines

## PROJECTS

[Cardium](#) | Game prototype

2025

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

[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*)