

# Zsolt Kovács | Curriculum Vitæ

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*Programming is similar to a game of golf. The point is not getting the ball in the hole but how many strokes it takes.*

## Work Experience

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### Halcyon Mobile

iOS Developer

Cluj-Napoca

November 2015–Present

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### Vitheia AS

iOS Developer

Târgu-Mureş

July 2015–November 2015

- Single handedly launched the **Vitheia Surveillance iOS application**
- Implemented **MPEG-4 video decoding** without any online documentation through Apple's Video Toolbox
- Implemented a custom circular buffer for memory and bandwidth efficiency
- Created an interface for communication between native Objective-C and JavaScript with **Cordova**
- ??? Managed source code through **Version Control** (SVN)

### REEA srl

Mobile Developer

Târgu-Mureş

July 2013–June 2015

- Developing **iOS** applications in **Objective-C**
- Backend integration mainly using **AFNetworking** and delivering fluid mobile experience through **Core Data**
- Implementing functional and beautiful interfaces for all iOS devices through the extensive use of **Autolayout**
- Maintaining and improving existing code
- Regular interaction with clients to deliver accurate results within schedule
- Working with the design team to create user-friendly interfaces
- Managing source code through **Version Control** (Git)

## Education

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### Sapientia Hungarian University of Transylvania

B.Sc. Computer Engineering

Târgu-Mureş

September 2012—July 2016

- Object-oriented programming using Java
  - Developed a hangman game with MVC design pattern
- Advanced programming languages (C++)
- Software Design
  - Familiarity with UML and various Design Patterns
- Android development

## Technical Skills

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- **6 years** of experience in **C**
  - First exposure to the world of programming via C at the age of 16
  - Developed 3 major personal projects during high school: visual representation of various algorithms used in graph theory; a hangman game with various difficulty settings; a battleships game versus AI, developed in SDL with various drawing methods using double-buffering

- **2 years** of experience in **Objective-C**
  - Strong knowledge of Objective-C programming language obtained through working on various iOS applications at REEA srl
  - First exposure to Object-Oriented Programming through Objective-C
  - Extensive knowledge of various iOS specific UI elements, containers and frameworks
  - Up-to-date with Cocoa libraries
  - Some knowledge of OS X programming acquired by developing a software used to keep track of office assets, identified through a barcode assigned to them
- **2 years** of experience in **C++**
  - Knowledge of C++ basics gained by attending various related classes at university
  - Developed a messenger application, allowing users to create private and group conversations and share files
- **1 year** of experience in **Java**
  - Knowledge of fundamentals obtained through self-learning as well as through attending half-year long course at university
  - Developed a hangman game as school project

## Job-related Skills

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- Familiarity with Git and SVN version control systems
- Continuously desire to improve myself by reading blog posts as well as being part of various StackExchange websites with a strong focus on StackOverflow, but also keep an open eye for anything in the ever-evolving technologies of today
- Keeping up with new technologies presented at popular tech-talks with a strong focus on Apple WWDC
- Insight into various fields of Computer Science and Electrical Engineering:
  - Use of MATLAB for data analysis, 2D and 3D graph representation and simulations
  - Exposure to OpenGL and GLSL by writing a small 3D game as a school project
  - Knowledge of programming techniques, structures, algorithms and graph theory
  - Basic knowledge of UNIX-like systems, and general theories related to Operating Systems and Computer Architecture

## Personal Skills

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- Great communication skills gained through regular business and social interaction with clients and colleagues
- Presentation skills acquired by frequently giving presentations
- Scheduling and prioritizing skills to meet business and school deadlines
- Insight into various fields of Computer Science and Electrical Engineering:

## Computer Skills

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- Experience with various IDEs: **Xcode**, Visual Studio, CLion
- Good command of image editing software, such as Photoshop and Affinity Photo gained by manipulating images as a hobby

## Spoken Languages

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**Hungarian:** mother tongue

**English:** writing: advanced; speaking: advanced

**Romanian:** writing: advanced; speaking: advanced

## Hobbies

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- Reading
- Computer games
- Cycling, Table Tennis, Football