Contact

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Education

2010 -
MS, Computer Graphics
University of Debrecen

2007 - 2010
BS, Information Technology
University of Debrecen

Skills

Programming languages
- C++ (10+ years)
- C# (5 years)
- Python (5 years)
- Rust (2 year)

Game engines
- Unity
- Unreal Engine
- Multiple custom in-house engines
- Experimenting with Godot & Bevy

Tools
- Git, SVN, Perforce
- Visual Studio, GIMP, Blender
- GitLab, Jira, Confluence

Methodologies
- Agile: Scrum, Kanban

Soft skills
- People management
- Mentoring

Languages

English (fluent)

Hungarian (native)

Lóránt Perjéssy

Game Developer

Game developer, programmer, specializing in C# and C++, practicing Rust. Experienced with Unity, Unreal Engine, and custom in-house engines, investigating Godot and Bevy. Lead programmer who guides and motivates team members, outlines and distributes tasks efficiently, collaborates with stakeholders across all departments.
Advocate for software craftsmanship emphasizing Clean Code principles, SOLID architecture, and Test-Driven Development. Promoting quality over quantity, structured and maintainable code, leveraging CI, automation in general, and AI. Exploring technical art and game design through personal projects. Dedicated to staying up-to-date with industry trends and technologies.

Experience

Jul. 2023 - May. 2025
People Can Fly
Senior Generalist Programmer
- Developing an unannounced multi-platform game (Unreal, C++):
  - Integrating new modules and refactoring existing systems
  - Profiling and optimising the game on all platforms
- Collaborating with other teams and reviewing changes

Oct. 2022 - Jun. 2023
Gameloft Budapest
Lead Programmer
- Working on technical fundamentals of an unannounced idle mobile game (Unity, C#)
- Managing, and mentoring a smaller team of programmers
- Planning the project together with leads of other departments
- Ensuring best practices are applied during development

Nov. 2015 - Sep. 2022
Gameloft Budapest
C++ Programmer
- Developing gameplay features for different mobile game projects:
  - City Mania - tycoon management/resource collecting game (in-house engine, C++)
  - Disney Getaway Blast - match 3 puzzle game (in-house engine, C#)
  - an unannounced merge game with a character-based storyline (Unity, C#)
- Collaboration with other departments regarding implementation details
- Promoting good code quality and continuous learning inside the coding team

Aug. 2012 - Oct. 2015
Morgan Stanley
Associate
- Risk calculating system server development
- Real-time / distributed / large-scale backend applications
- Analysis, development, testing, deployment and supporting of software
- Three months of training and project work as analyst in New York and London

Feb. 2011 - Jul. 2012
Dolphio Consulting Kft.
Programmer (Internship)
- Video streaming application development
- Image processing R&D projects
- Half years trainee programme