

# Csaba Marosi

Software Engineer at Budapest, Hungary

Ever since I can remember, I have been deeply interested in IT and programming. Computer graphics and video games amazed me as a child; nothing felt more like magic. I learned my first programming language, C, at the age of 14 by creating clones and variations of simple games, such as Snake or Pacman, and quickly became hooked.

While my core expertise remains in game development, graphics, and simulation, my higher education and professional career have led me to gain experience across more areas of IT, including web and mobile development, databases, and cloud services.

Currently, I'm looking for new technical challenges and opportunities to learn.



## Work Experience

### Lead Developer

Gamelab Zrt.

2017 - 2019

For almost three years, I worked at Gamelab in a highly agile and dynamic team. During my tenure, I progressed to Lead Developer and CTO. I also served as the Creative and Technical Lead for two projects:

- Tank Maniacs (Co-Project owner, Technical Lead)
- Strange Shadows (Project owner, Technical Lead, Art Director)

### Senior Unity VR Developer

Pix VR Training Kft.

2020 - 2022

I served for almost two years as a Senior Unity Developer at Pix VR. We worked on developing an industrial VR educational ecosystem—a platform enabling clients to recreate physical environments and tasks within it. The purpose was to remotely prepare workers for operating complex machinery from a safe and controlled environment.

### Entrepreneur & Teacher

3D-Studio / Self employed

2022 - 2025

In early 2022, I founded and managed a programming education company, Developedia, where I taught Unity and general programming concepts, covering beginner to intermediate levels.

I developed the complete curriculum and created all course content. During this time, I also took on smaller freelance roles, the largest of which was Mac & Cheese Studio's Munch, where my responsibility was primarily on the development of AI behavior.

## Solo Projects

### Lead Developer

Gamelab Zrt.

2017 - 2019

During college, I started to learn Unity Game Engine. Over the years, I have released several games on different platforms, including Steam and Google Play, but I also have many personal projects that unfortunately did not reach public release yet.

### Hobbies & Interests

Gamelab Zrt.

2020 - 2022

On a personal note, beyond IT, I have a strong passion for illustration, art, history, science, economics, and geopolitics. As a hobby, I have created numerous artworks and educational charts, some of which are available through my Etsy shop.

### Dev Tools & Utilities

3D-Studio / Developedia / Self employed

2022 - 2025

I firmly believe that the quality of end products is heavily contingent on the tools and workflows utilized during development. Consequently, a major professional focus of mine has been creating development tools to improve my own and my team's productivity and code quality. Some of these utilities are publicly available as open-source projects, including:

LooseLink - Service Locator for Unity

Main features include: No code setup, Runtime monitoring, No runtime allocations, Early caching, Observable service changes, Service access through interface or concrete type

VoxelSystem - Voxel base mesh editor in Unity. Main features include: Intuitive editor, Mesh generation, Complex 3D shapes from tilesets

## Education & Skills

### High School

Ciszterci Order's Nagy Lajos High School

2006 - 2010

IT & Math specialized class

### Higher Education

Budapest University of Technology & Economics

2010 - 2015

Computer Science Engineer

### Skills

#### Languages

C#, C++, Java, Python, Dart ...

#### Technologies

Unity, AWS, Git, Firebase ...

#### Others

Fluent English, Agile, Graphics & Illustration