Máté Mészáros

Software Developer

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Professional Summary

Video game developer with over 5 years of experience. My main skills are Unity and C#/.Net development but I also have some experience with VR technologies, C++, JavaScript, shaders, mobile development and databases.

Work Experience

Game Developer (XR, Unity) - Holonautic AG
Nov 2018 - Nov 2020

- Joined the recently founded Swiss game development startup Holonautic in 2018. The company's main focus was VR development. The team was composed of professionals from all over the world (France, Serbia, Northern Ireland, Switzerland).

- After constructing various prototypes (such as a dungeon crawler, an online virtual chat and conference room and a space survival game) my main job was the development of the 1st/3rd person hybrid VR game Holoception.

- I worked on various aspects of the game including platform agnostic controls, a self-driving helicopter boss enemy, various shaders, humanoid enemy behavior trees, flying drone and procedurally animated spider robot enemies, physics-based puzzles and an efficient audio caching system.

- Holoception was released into Early Access on Steam and on the Oculus Store. A port for the Oculus Quest was also planned and I participated in the optimization process to make it run on less performant hardware.

- In 2020 I was also mentor for a cohort of students in the Advanced VR Interactions masterclass created by XRBootcamp and Holonautic.

- I also worked with Photon Networking's new beta technology, Quantum which uses an entity component workflow to simulate deterministic physics over the network.

Xamarin iOS/Android Developer - KontraChess Zrt.
Feb 2018 - Oct 2018

- I joined KontraChess Zrt. in 2018 as a Xamarin Forms/C# freelancer developing a cross-platform iOS and Android client for their skill-based competitive rapid chess and betting platform. This was also a fully remote position within an international team.

- While developing the client application for both mobile platforms I also had to interface with and port web server logic written in JavaScript as well as communicate with the server component written in C++.

Unity Developer - StartMeUp Hungary Kft.
Oct 2017 - Oct 2018

- Worked as a remote Unity developer for StartMeUp Hungary Kft. Responsibilities included working on the Nemesis online gaming platform which was a competitive casual games platform for mobile and web browsers. My job mostly involved optimization and bug fixing.

Software Developer - Evosoft Hungary Kft. (Siemens AG)
Jul 2015 - Aug 2017

- Between 2015-2017 I worked at Evosoft Hungary Kft. (affiliate member of Siemens AG) as a C#/.NET developer in the area of industrial automation.
- Worked on both front-end (WPF, WinForms, JavaScript GUI) and back-end (data processing, server-client communication) cases in large-scale codebases, also had some tasks with C++ and OpenGL visualization.
- In 2016 I attended an AI hackathon in Germany organized by Siemens. Our team won the 2nd prize with a project involving a robot controlled by a HTC Vive headset in a virtual environment.

Miscellaneous Experience

Picked up Unity during my university years in 2013. After a while I was using it on a regular basis to create prototypes and little pet projects. Apart from the portfolio items seen on mattsnippets.com I also released a top-down shooter game Corpse Mob on Steam in 2018. I also experimented a bit with Godot engine to test its capabilities.

Personal Profile

Education

Computer Science BSc - ELTE Faculty of Informatics,

Languages

- **English** - fluent, full working proficiency
- **German** - elementary proficiency
- **Hungarian** - native proficiency

Work-related skills

- Precise, algorithmic thinking
- Creativity
- Cooperation, teamwork-oriented
- Willingness to learn something new every day

Hobbies

Gaming, playing the guitar, listening to music, reading, board games, pen-and-paper RPG