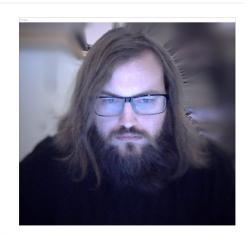
Dávid Mórász

Most importantly:

- Name is Dávid Mórász
- See portfolio at http://mcro.de
- Fully operational since 2010
- I'm a software developer per occupation
 - Mainly working with:
 - UE4 (C++)
 - .NET (C#, C++/CLI)
 - many tools/languages required by specific projects (see below)
- I Also have minimal artistic/design background



Employment history

MESO Digital Interiors GmbH. as Real-time Software Developer	2018 - present	https://meso.design
Uberact Ltd. as Lead Developer	2014 - 2018	https://uberact.com/
Kitchen Budapest as Media Systems Designer	2012 - 2014	http://kitchenbudapest.hu/
Freelance work as Media Artist	2009 - 2012	

Tools/Languages

Industry applicable, in order of confidence. Also assume deep knowledge of related tools.

- .NET
 - o C#
 - o XAML (WPF)
 - o C++/CLI
- VVVV (legacy large-scale-media creation tool)
- C++ (mostly on Windows)
 - o Unreal Engine 4
 - Chromium Embedded Framework (CEF)
 - o ImGui
 - o Graphics programming with Direct3D
 - o boost
- Tooling/Scripting
 - o Python
 - Powershell

Still usable, in order of confidence

- CMake (I still have to fully master it)
- Webstack / Frontend
 - Usual JS/HTML/CSS
 - o Frameworks:
 - React + Redux
 - Electron.js
 - node.js
- Blender
- Unity

Education:

- Started computer science then media arts university, and then I didn't finish them.
 - BME (Budapest University of Technology and Economy)
 - o MOME (Moholy Nagy University of Arts and Design)

Location:

- Born in Hungary, Budapest
- Currently living in Germany, Frankfurt am Main

Contacts / Web presence:

- _@mcro.de / m@mcro.de
- http://mcro.de
- https://github.com/microdee

This document is a printable version of http://mcro.de/c/about