Dávid Mórász

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Most importantly:

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





Tools/Languages

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

- C++
 - Unreal Engine
 - Chromium Embedded Framework (CEF)
 - Boost libraries
 - Graphics programming with Direct3D
 - And necessary build tools (CMake, GN, XMake, PreMake, Meson, etc...)
- .NET
 - C#
 - C++/CLI

• Tooling/Scripting

- o Python
- Powershell
- VVVV



- Webstack / Frontend
 - Usual JS/HTML/CSS
 - Frameworks:
 - React + Redux
 - Electron.js
 - node.js
- Blender
- Unity

Applicable skills

- Software architecture design for complex and potentially volatile scenarios.
- Quickly learn and adopt to vast complex tools/frameworks/libraries.
- Experience with UX design: manufacturing tools focusing on ease of usage, while maintaining versatility.
- Efficiently working with teams, especially when it's assisted with infrastructure
 - Git and other VCS's
 - SCRUM project management

Education:

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

Location:

- Born in Hungary, Budapest
- Currently living in Germany, Freiburg

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