Bolyky Tamás Dániel

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Education

Eötvös Loránd University   Budapest, Hungary

BSc Computer Science

Experience

Oracle Hungary

Application Developer Intern   June 2021 – March 2022

- I had the opportunity to work on various projects and gain hands-on experience in developing Java EE-based web services and Rest APIs.
- Utilized Maven for efficient dependency management and employed Git for version control
- Wrote unit tests using JUnit 5 to ensure the reliability and stability of the code. This is also where I learned about mocking.
- Actively participated in the front-end development phase, where I was introduced to React. This experience allowed me to gain a broader perspective on full-stack development and fostered a well-rounded skill set.

Personal project

Thesis – Turn-based game versus AI

- Developed a 2D turn-based Unity game where the enemies use a Behaviour Tree model to decide their actions
- Utilized C# and Unity game engine to create the game
- GitLab link for the project: https://gitlab.com/ogcunci/cruel-angel-thesis

Skills

Programming languages: Java, C#, JS, HTML, CSS, SQL, TypeScript

Tools & technologies: Git, Maven, React, Unity, Jira

Languages

Hungarian	Native
English	Working proficiency (B2 language exam)
Japanese	JLPT N2 language exam