PERSONAL DETAILS

NAME	Peter Varo
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	https://petervaro.com

ENGINEERING SKILLS

SPECIALIST	Rust
	C
	Python
	D
	JavaScript / TypeScript
	Bash
ENTHUSIAST	Go
	Cython
	NASM
	Scheme / Common Lisp
	Arduino
	GLSL
EXPLORER	C++
	Haskell
TOOLS	Arch Linux
	Virtual Box / QEMU + KVM
	Docker
	SublimeText / Kakoune / Vim
	Git
	GDB / LLDB / PDB / iPDB / PUDB
	Cargo / Poetry / Tup / Scons / Make
	Valgrind
MISCELLANEOUS	PostgreSQL / MySQL / SQLite
	JSON / YAML / TOML / INI
	CSS / SCSS
	HTML / XML / SVG / Jade / Jinja
	OpenSCAD

DESIGN SKILLS

SPECIALIST	Industrial Product Design
	Jewellery Design
	UI / UX / Graphic Design
	3D CAD / CAM Modelling
	3D Mesh Modelling
	3D Printing / Rapid Prototyping
ENTHUSIAST	Metalworking
	Sculpting
	Typography / Typesetting
	3D Rendering
EXPLORER	Photography
	2D Animation
TOOLS	Illustrator / Inkscape
	Flash / AfterEffects
	Krita / Gimp
	Rhinoceros / SolidWorks / SolveSpace / FreeCAD
	Blender / Modo
	KeyShot / LightStudio
	CrazyBump
	Darktable
	Fontlab Studio / Fontographer / FontForge

EXPERIENCE

2020 —

Senior Fullstack Software Engineer
Hopster — Plato Media Ltd.

Google Cloud Platform + MySQL + SQLAlchemy + Brightcove + Dalet + WordPress

Orchestrated and implemented the Python 2 to 3 migration of our CMS including not only the necessary language changes and idiomatic improvements, but the infrastructural changes (required to support a very different, backward incompatible runtime of GAE) and therefore the needed architectural redesign as well.

Designed and built an asynchronous task executor framework to declaratively define / compose and run jobs on GCP with built-in reporting system, monitoring UI, and time-box management (intended to be a a drop-in replacement for the old App Engine SDK's Pipeline).

Designed and implemented a serverless health monitoring system.

Led an outsourced team to restructure, sanitise, and unify a smart TV application's support of different partners and their platforms.

2018 — 2020

Senior Fullstack Software Engineer
Tassomai Ltd.

Django + MyPy + Stripe + PostgreSQL + Redis + Angular + NgRx

Designed and implemented a low-level, arbitrary length and alignment bit-parsing and slicing mechanism in Python and C on top of Redis' bitfields to reduce internal network traffic and size of the in-memory caching layer.

Designed and implemented a high-level proxy objects hierarchy on top of Stripe's API in Python to support the latest SCA requirements as a backward compatible, robust, idiomatic, and flexible wrapper.

Designed and implemented a modular, composable, declarative, and reactive animation framework in TypeScript to support CSS, JavaScript, and Lotti-animations to unify all animation types and support highly complex dynamic compositions.

2016 — 2018

Senior Fullstack Software Engineer
We Got POP Ltd.

TurboGears + PostgreSQL + SQLAlchemy + React + Flow + Redux

Redesigned and implemented an internal (customer facing) message editor with integrated support for a large number of key features provided by the company in Python and JavaScript.

Designed and implemented an efficient (both size and speed wise) rich-text protocol and rendering engine in Python and JavaScript to support custom text field editing and serialisation.

Implemented native Python 3 support in AWS Lambda in C when Amazon only supported Python 2 to develop services targeting this version.

2014 — 2016

Creative Software Developer
Kitchen Budapest — KIBU Innováció Nonprofit Kft.

Flask + SQLAlchemy + GLFW + GLEW + OpenGL + Oculus SDK + Arduino

Designed and implemented a modular, extensible, parameterised, and 3D printable construction toy system in OpenSCAD and an accompanying framework in Python and Arduino/C++ to make building, programming, and experimenting with robotics accessible to anyone.

Designed and implemented an event-driven, high-level, and declarative hackathon-framework and runtime in C with Python and JavaScript bindings to help teach and recruit teams to the talent-programme of the company.

Designed and implemented a hand-gesture-driven 3D modelling VR simulation in C and Python targeting the Oculus Rift and the Leap Motion, on top of Blender's game engine to represent the company on an exhibition.

2011 — 2015

Consultant and Faculty Lecturer
Moholy-Nagy University of Art and Design, Budapest

3D CAD Sculpting + Rapid Prototyping

2012 — 2014

Software Developer
Freelance

compass + PyQt5 + cvxopt + PyMunk + RPi.GPIO + RhinoPython + pyd + pthreads

2011 — 2013

Founder and Lead Designer
DEVSIGNER

2009 — 2011

Industrial Product Designer and Concept Artist
Malibu Kft.

2007 — 2014

Industrial Product and Graphic Designer
Freelance

2007 — 2008

Apple Genius and Technician
X-Multimedia Shop Kft.

EDUCATION

2011 — 2013

Metal Worker and Jewellery Designer, BA
Moholy-Nagy University of Art and Design, Budapest

2008 — 2010

Industrial Product Designer, BA
Moholy-Nagy University of Art and Design, Budapest

2005 — 2007

Industrial Product Designer, BSc
Budapest University of Technology and Economics