

Denes Tornyí



About

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I was born in Hungary in 1996. I got involved with web development during my elementary school years which steered me in the direction of becoming a software engineer.

In 2014, during my senior year in high school, I was hired to develop an instant messaging system with P2P video and audio calling for a startup company.

In 2015, I began studying computer engineering in Budapest. At this point, I was focusing on enterprise application development while I was simultaneously becoming more and more interested in the contemporary art scene and video game development. However, it started to seem like my university education had less and less impact on me. I wanted to get some hands-on experience.

In 2017, I dropped out and became a full-time employee at Accedo, an OTT company. My job involved smart television application development and the construction of internal tools and processes. In my free time, I started to invest more energy into video game development.

In 2020 I relocated to Guadalajara, Mexico to work at the local Accedo office. The pandemic outbreak had forced all employees of the company to work from home which is where I started coming up with the concept for FreakShow, a point and click adventure game I am currently working on. The idea was to use photographic input to create visually abstract, interactive scenes with an alienated, post-communist aesthetic. The game was displayed at two contemporary art exhibitions at the end of 2020 in Budapest.

In 2021, I left Accedo and took a creative break from the world of information technology to study philosophy in Cluj-Napoca, Romania.

I thrive in interdisciplinary environments as my goal is to integrate different fields of art and technology. Due to my expertise in software development, I can provide a solid technical background to any outside-of-the-box art project or bring an artistic flair to more tech-heavy tasks. Whether you are looking for a video game programmer with an artistic flair or a skilled web developer, feel free to contact me.

References

2018 - 2021

Accedo Broadband HU Kft.

The main profile of the company was OTT applications for Android, iOS, WebOS, Tizen, and Web. In the first year, I was a member of the production team, working on several projects for American and Middle-Eastern clients. These were JavaScript/React based applications, integrated with 3rd party content providers. Later, I moved to the support team, where I focused on delivery optimization. Using Docker, I could introduce CI for Tizen and WebOS platforms thus saving hundreds of hours of work time per year. During my support years, I had the opportunity to relocate temporarily to Guadalajara, Mexico.

2017 - 2018

OTT-ONE Nyrt.

In the beginning, I was given the task to design a recurring payment system using 3rd party payment API. Later I was moved to the development of an e-learning platform. This was done using TypeScript, Angular, NodeJS, and MongoDB.

2014 - 2015

Youwon Hungary Kft.

The company was building an online second-hand trading platform using AngularJS and ASP.NET Web API mixed with SignalR. My role was designing and implementing an instant messaging and a video calling service using WebRTC.

Education

2021 -

Bachelor of Philosophy

Babeş-Bolyai University

2015 - 2017

Bachelor of Software Engineering

Budapest University of Technology and Engineering

Projects

2020 -

FreakShow

A photo-based video game experiment. Characters are real people captured in front of a green screen. Environmental textures, graffiti, paper ads and signs were captured in Budapest and Berlin.

2018 -

RoboLand

A web based 2D video game engine with peer to peer networking. WebGL renderer, collision detection, basic physics, saving & loading and network optimizations are included and editor tools are present.

2013 - 2017

SharpCrop

A screen capture utility with Dropbox, Google Drive and OneDrive integration. The development started with Python in 2013 under the name JamCrop, using Tk and later Qt as user interface toolkit. Two years later the same functionality was ported to C# using WebForms and renamed to SharpCrop.

Languages

Hungarian native
English fluent

Last updated: Dec 2021