

## Contacts

+36 30 877 2232

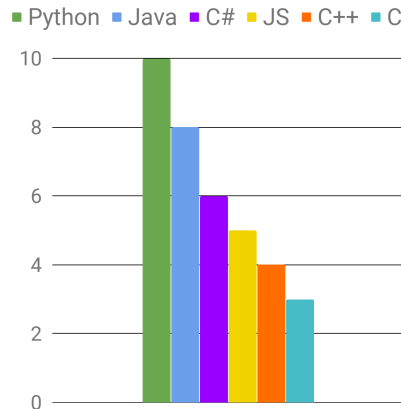
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[github.com/pszentg](https://github.com/pszentg)



## Programming

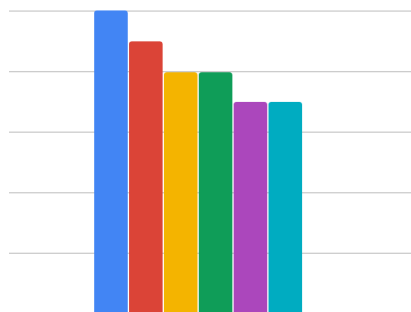


## OS Preferences

MacOS ★★★★★  
GNU/Linux ★★★★★  
Windows ★★★☆☆

## Personal skills

■ Taking responsibility ■ Flexibility  
■ Critical thinking ■ Team player  
■ Innovation ■ Initiation



## Languages

English ★★★★★  
Hungarian ★★★★★  
German ★★★☆☆

## Pal Szentgyörgyi

## Experience

|               |  |                |
|---------------|--|----------------|
| 02/22 -       | Senior Backend Engineer  | Diligent       |
| 08/20 - 02/22 | AI Engineer  | Morgan Stanley |
|               | Developing tools using Python for IPSoft's Amelia, installing her new instances using Ansible, Docker, and Kubernetes.   |                |
| 10/18 - 09/19 | Software Engineer  | PreciBake GmbH |
|               | Integrating an AI based solution into kitchens of a market leading restaurant chain in the US using OpenCV with a Pytorch backend running YOLOv3 models, nanomessage, Docker, swarm, Kubernetes, using NVIDIA Jetson TX2 boards running Debian/Ubuntu. Monitoring & post problem analysis using TIG Stack.<br>Implementing a standalone streaming library (MJPEG and RTSP) for inhouse applications then integrating it into a ROS2 based application. |                |
| 11/16 - 02/18 | Software Engineer  | Payworks GmbH  |
|               | Designing a robotic infrastructure from scratch to replace human interactions with different POS terminals, allowing fully automated testing of the behavior of the terminal using Python, Java/Android, Spring and various UNIX systems   |                |
| 05/15 - 05/16 | Automation Engineer  | LogMeIn Inc.   |
|               | Developing automated tests for the join.me HTML5 client, maintaining various environments for the tests to enable parallelization using C#, Selenium, and Azure  |                |

## Education

|       |   |                                 |
|-------|---|---------------------------------|
| 2011- | BSc in Computer Sciences  | Budapest Uni. of Tech. and Eco. |
|       | Software engineering using various development environments and languages, robotic technologies, low level programming and circuit design |                                 |

## Additional:

Driving license (cat. B)

Citizen of the EU

Volunteering: teaching computer science to kids

Hobbies:

- board games (strategy/co-op focused)
- Paragliding (critical thinking & preparation)