Soma Hargitai

Software Engineer | hargitai.soma@gmail.com

GitHub LinkedIn

💼 Experience

🍷 WineConX | Tech Lead

2022 - 2024

Technologies:

GitHub Actions OpenAI TypeScript React Node.js MongoDB AWS Python

- Developed an AI-driven influencer analytics system that analyzed 200,000+ Instagram influencers, enabling marketers to identify optimal campaign partners based on audience demographics, engagement, and content relevance. Reduced manual vetting time by 50+ hours per campaign.
- Built an AI-powered content generation tool for the marketing team, streamlining the creation of personalized social media posts and comments, reducing manual writing effort by 10+ hours per campaign.
- Engineered a scalable web scraping infrastructure to automate influencer content extraction, leveraging AI to identify the most relevant posts for marketing campaigns.
- Mentored and trained two junior engineers, equipping them with expertise in the MERN stack and OpenAI API, coding best practices, and soft skills—accelerating their growth into competent full-stack developers.
- Led weekly collaboration sessions with stakeholders and the marketing team, iterating on product features to align with business objectives and user needs, ensuring continuous platform improvement.\n

🎨 Linearity / Vectornator | Senior Fullstack Developer

2021 - 2022

Technologies:

NestJS TypeScript MongoDB Webflow

- Enhanced the functionality of a leading vector graphic design tool for iPad, serving 10M+ users, by improving API connectivity between the company website, user devices, marketing systems, and analytics platforms.
- Developed scalable microservices using Webflow, NestJS, and TypeScript, enabling seamless integration between user analytics, platform data, and marketing workflows—optimizing data processing efficiency and improving cross-platform communication.
- Built a robust, containerized infrastructure, ensuring high scalability and performance for API interactions across the ecosystem.

- Contributed to the development of Linearity Curve (Vectornator), a vector graphic design tool empowering designers to create logos, icons, and artwork with a fast, user-friendly iPad experience.

⚡ General Electric | Senior Software Engineer

2016 - 2021

Technologies:

- Automated Factory Processes: Developed a turbine blade production error tracking and monitoring system for mobile devices. This let the operators replace the old paper-based system, so they got instant feedback about quality issues and could fix them immediately. It saved tens of thousands of dollars annually.
- Multi-Tenant Policy Enforcement Platform: Collaborated with a multi-site, multi-national team to build a highly distributed, AWS-focused policy enforcement platform, ensuring 99.9% uptime for enterprise-wide applications.
- Legacy Application Modernization: Led containerization and orchestration of legacy applications to Azure, integrating SonarQube for code quality analysis and setting up CI/CD pipelines with Jenkins, Docker, and Nginx. Replacing on-premise servers with cloud-based solutions made it easier to scale the applications and deploy them to different environments.
- Internal Asset Management Platform: Developed an enterprise-wide asset management system for tracking GE's IT assets (laptops, phones, peripherals). It ensures smooth asset management and user experience for 300,000+ assets and 125,000 users.
- In-House Game Development: Designed and developed internal games for GE employees, fostering team engagement and innovative problem-solving.

📊 Epam | Frontend Developer

2015 - 2016

Technologies:

- Developed interactive dashboards for sales and finance data of major corporate clients, enabling real-time insights and data-driven decision-making.
- Implemented custom JavaScript and Python scripts to enhance BI solutions, meeting complex design and reporting requirements. Built custom tools with C# and IronPython as per client requirements.
- Automated data processing workflows using KNIME, streamlining ETL pipelines and improving data flow efficiency.
- Designed and optimized data visualizations with Tableau and Spotfire, improving data accessibility and enhancing executive reporting capabilities.
- Collaborated with stakeholders and business teams to refine dashboard functionality, ensuring solutions aligned with strategic goals and customer needs.

🪑 Haworth | Software Engineer

2014 - 2015

Technologies:

C# PHP MySQL Adobe InDesign

- Automated product catalogue creation, eliminating the need for 20 manual workers and saving the company hundreds of thousands of dollars annually in labor costs.
- Developed a data-driven solution that pulled product information from a SQL database and dynamically generated multilingual catalogues using the Adobe InDesign API, improving production efficiency by 80% and ensuring consistency.
- Worked with pCon Planner, leveraging coordinate geometry to accurately align and configure complex furniture sets, optimizing spatial planning and product visualization.
- Developed custom scripts in C#, PHP, and SQL to integrate database-driven workflows with automated publishing and furniture design processes.

🤝 Other Activities

👨‍🏫 Mentoring & Volunteering

- **TechLabs Mentor** *(2022 - Present)*

  JavaScript React Node.js Git VS Code

  - Mentored aspiring developers in modern web development, guiding them through their first real-world projects and helping them build foundational skills.
  - Provided technical support and career guidance, ensuring participants successfully completed projects in JavaScript, React, and full-stack development.
  - Conducted code reviews, debugging sessions, and best practice workshops, accelerating learners' technical proficiency and confidence.
  - Contributed to TechLabs' mission of bridging the digital skills gap, fostering a collaborative and inclusive tech community.

- **Metropolia University - Project Mentor** *(2024 - 2024)*

  - Mentored university students at Metropolia University on creating their first online game using Unity and node js.
  - Provided technical support and guidance throughout the project development process.
  - Facilitated the learning process and encouraged creativity in game design.
  - Collaborated with students to troubleshoot and overcome technical challenges.

🎓 Education

Bachelor of Science in Mathematics and Software Engineering

Eszterházy University, Hungary

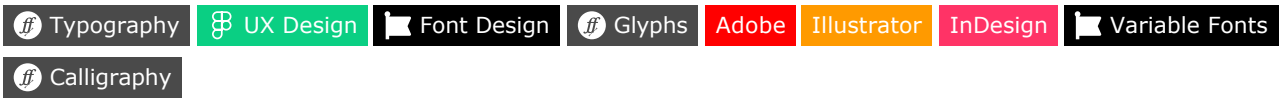
Mathematics Programming Algorithms Design Patterns OOP Algebra Number Theory Calculus Probability Theory Statistics

- Gained a strong foundation in software engineering, algebra, algorithms and geometry.

- Studied Design Patterns (MVC, Singleton, Factory, Observer) and their applications in scalable software architecture.
- Developed expertise in Object-Oriented Programming (OOP), Agile methodologies, and Test-Driven Development (TDD).
- Worked with computer-assisted mathematics tools such as Maple, Mathematica, and MATLAB for symbolic computation, numerical analysis, and data visualization.
- Built real-world applications in C# in university courses
- Deepened knowledge in linear algebra, calculus, and computational problem-solving, applying mathematical principles to algorithm development.

Post-Graduate Diploma in Typography

Metropolitan University, Budapest, Hungary
2-year program



- Specialized in font design, font engineering, and digital typography, gaining hands-on experience in typeface creation and optimization.
- Explored layout design, responsive web design, and visual hierarchy principles, ensuring optimal user experiences across digital and print media.
- Worked with Figma and Webflow to design and prototype web applications, applying modern UI/UX best practices.
- Gained expertise in grid systems, kerning, ligatures, and OpenType features, bridging the gap between traditional typography and digital implementation.
- Developed skills in branding, information architecture, and accessibility in design, focusing on user-centered design methodologies.