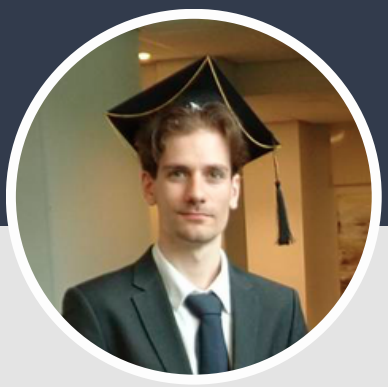
SOMA NYIRO



CONTACT

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Enschede, Netherlands

https://somanyiro.github.io

SKILLS

- Communication
- Teamwork
- Design Thinking
- Networking
- C#
- C++
- Unity
- Unreal
- Version control
- Shaders programming
- Tools development

LANGUAGES

- English
- Hungarian

PROFILE

I am a motivated game programmer with a strong foundation in gameplay and tools development. I recently completed a course in Creative Media and Game Technologies with 2 years of internship experience. I have strong skills for quick learning, problem-solving, and writing clean, efficient code in C# and C++ for Unity and Unreal. I'm skilled in supporting development teams by building reliable systems and improving workflows with tools, and interested in personal growth in a team and improving my skills as a programmer.

WORK EXPERIENCE

Galaxy Games FABRUARY - JULY 2025
VR Game Programming | Tools Development

At Galaxy Games, I worked closely together with my coworkers to develop tools that assist and optimize the workflow of the team. My solutions were mostly aimed at improving level creation and easing the work of programmers. Additionally, I was a core member of a smaller team tasked with making a fully featured multiplayer VR game meant for the Meta Quest Store.

VR Storm FABRUARY - JULY 2024
Multiplayer Gameplay Programming | Tools Development

At VR Storm, I gathered experience in working on a large scale project with professional software and solutions, such as the Atlassian ecosystem, and the Agile project structure. During my time at the company, I did multiplayer gameplay programming with Unity Photon and tools development.

EDUCATION

Creative Media and Game Technologies 2020 - 2025
Saxion University of Applied Sciences | HBO

High school with advanced IT 2016 - 2020
Bláty Ottó Titusz Informatikai Technikum