Szabolcs Lajos Varga

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Education

CODECOOL   **Budapest, Bootcamp**
Front-End Developer   2023. February

HUNGARIAN UNIVERSITY OF FINE ART   **Budapest, BA, MA**
Fine Art   2022. June
Thesis: Gamer culture in Art
Gallery Intern: 2018 – 2020 in Ani Molnár Gallery

MEDGYESSY FERENC VOCATIONAL HIGH SCHOOL   **Debrecen, Hungary**
Graduation: 2016, May
National Secondary School Film Festival: Special Prize, 2014

Skills & Interest

Programing languages:
- Html
- CSS & SCSS (Bootstrap)
- Javascript (Vanilla JS, React, Node.js, Express.js, Three.js)
- C# (MonoBehaviour – Unity Class)

Software knowledge:
- Figma
- Adobe Photoshop
- Adobe InDesign
- Unity
- Blender

Language
- English – Communication level

Experiences & University Projects

CURATORBOT   **2023. February**
- A university project built for a group exhibition. During the whole exhibition the visitors are able to take part in a private, interactive guide through the exhibited art pieces. Built with Three.js, React and Bootstrap based on my concept.

GALLERY DESTROYER 2020   **2021 - 2022**
- My master degree project was a simulator game using my artwork as obstacles. It is an entertaining virtual world where you can watch my exhibition and also destroy them if you do not like it. Further information please check out my website.

SOCIAL MEDIA MANAGING & CONTENT CREATOR   **2018 – 2020**
- Creating Instagram content for our masterclass (group of students under the guidance of a consultant) Instagram profile and I was responsible for communicating our activities outside of the university walls.
- Creating Instagram content and the documentations during my internship time in Ani Molnár Gallery. Editing the price list, updating the gallery's website and assisting organizing the exhibitions.