

DÁVID SZUHAI

Software Developer

CONTACT

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EDUCATION

Computer Science BSc
University of Debrecen
2018. 09 - 2023. 01

TECHNOLOGIES

in-depth knowledge:

C#, .NET, Unity, JSON,
GIMP, Agile, Photoshop

with some practice:

ASP.NET Core (MVC),
HTML, CSS, Bootstrap

basic knowledge:

Entity Framework Core,
SQL, PL/SQL, JavaScript,
C++, Java, XML, FXML,
XAML, SAP, SAS

LANGUAGES

Hungarian - native
English - native

ABOUT ME

Looking to start my career after finishing university. During my studies, I met with the top programming languages. I am most experienced with .NET, C# and Unity. My main strengths are logical thinking, creativity and problem-solving. Besides programming, I am interested in data science, economics and other sciences. I like to learn and develop new skills.

PROJECTS

davidszuhai.com (2023 aug):

First I made it as an ASP.NET Core (MVC) application, but since it was a static site and in order to use Github Pages I transformed it into "simple" HTML with Bootstrap.

ActivityManager (2023 apr, jun):

The user can create ActivityTypes and in them record Activities. First I made it as a C# console app, using JSON for storage. Later recreated it as an ASP.NET Core web app with EF Core (SQL). (on GitHub)

„Roguelite game” (2023 feb -):

Currently working on my second game, using the Unity engine. It is a 2.5D roguelite semi-turn-based game set in a fantasy universe.



World of Agriculture (2021-2022):

Made my first complete game towards the end of university. I used Unity, C#, .NET, JSON and, for the graphics, GIMP. W.o.A is a 2D agricultural manager game published on Android as a free game. I have learned and improved a lot with this project.

„BattleShips” (2021 nov):

University project for a class held by NI. I made battleships with C#, .NET and XAML. I got praise for my UI design. (on my GitHub)