

## Contact

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Debrecen / Budapest

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## Education

Bessenyei György Gimnázium

és Kollégium (2014-18)

advanced mathematics

University of Debrecen

(2018-23)

Computer Science Bsc

## Technologie/ Software knowledge

*detailed:*

Godot, GDScript, Unity, C#,

.NET, JSON, Agile,

Photoshop, Office 365

*intermediate:*

ASP.NET Core (MVC),

HTML, CSS, Bootstrap,

JavaScript, SQL, Krita

*basic:*

ASP.NET Core (MVC), Entity

Framework Core, PL/SQL,

C++, Java, XML, FXML,

XAML, SAS, ABAP, Tableau

Dt., DaVinci Resolve

## Language skills

English - native

Hungarian - native



# DAVID SZUHAI

Software developer

## About Me

After obtaining my degree, I continued to develop myself by focusing on game development, online content creation, and the stock market. My greatest strength is logical thinking, thanks to my background in mathematics, I excel in problem-solving and enjoy solving problems.

I love learning, I constantly read about various topics and strive to expand my knowledge, particularly in scientific and economic fields. My goal is to challenge myself in new areas, gaining experience and further enriching my knowledge.

## Main Projects

Bubble Quiz (2025)

I created this quiz game at the request of a teacher so that it could be used in their classes. It's a quiz where answer bubbles must be dragged to predefined locations on an image. It proved to be good practice for my current project. The game is available on my website.

*tech.: Godot 4.3, GDScript*

World of Agriculture (2023)

My first published game, a 2D farming management game available for free on Android. It was developed as part of my thesis and served as a great introduction to the world of game development.

*tech.: Unity, C#, .NET, JSON, GIMP*

davidszuhai.com (2024)

I created this website as an addition to my resume and as practice for web development. I first developed it as an ASP.NET Core application, then later converted it to be published on GitHub Pages.

*tech.: HTML, CSS, JavaScript, Bootstrap, ASP.NET Core (MVC)*

Currently, I'm working on a Hungarian historical-themed tower defense game in Godot.