Dominik
Madarász

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GitHub: https://github.com/zaklaus
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BIO

Born **3. February 1997** in Zvolen, Slovakia. Software engineer experienced in back-end, front-end and full-stack development, application architecture development, code structure development, game development, product management, team management, online marketing.

Skills

Projects: **https://madaraszd.net/#portfolio**

- Git, Mercurial, SVN
- Linux admin, SSH, *nix shells
- Windows admin, PowerShell
- C, C++, Go, C#, Java
- Python, JavaScript, PHP7, SQL
- Unity, Unreal Engine 4, Quake
- MySQL, MongoDB, MSSQL, Redis
- Less, Sass
- OpenGL, Direct3D, Vulkan
- HTML5, Handlebars
- Performance and scalability optimization
- Data management and analysis
- REST, WebSockets
- Vagrant, Docker, Hyper-V
- IIS, nginx, Apache
- jQuery, js plugins
- NodeJS, ASP.NET, socket programming
- CSS3, Bootstrap, Materialize, Markdown
- CG, PhysSim, Game networking, ...

Work Experience

- 2019 - present at GlobalLogic s.r.o., Banská Bystrica, Slovakia
  - Software Engineer

Education

- 2013 - 2017 at **Gymnázium Ľudovíta Štúra**, Zvolen, Banskobystrický Kraj, Slovakia
  - Secondary with school-leaving examination
  - Computational Science and Engineering coursework
  - Information Technology coursework

Spoken Languages

- English (B2)
- Slovak
- Czech

Additional Skills

- Blender
- Adobe Photoshop
- Inkscape
- Audio & Video Editing
- Microsoft Office
- Networking