

Dominik Madarász

Software Developer

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Born: 3. February 1997 in Zvolen, Slovak Republic.

Experienced in back-end, front-end and full-stack development, application architecture development, code structure development, game development, product management, team management, online marketing.

Experience

Please, visit: <https://madaraszd.net/#portfolio> for list of all projects.

- Git, Mercurial, Subversion
- Linux admin, SSH, *nix shells (bash, zsh, ..)
- Windows admin, PowerShell
- C, C++, Go, Python, JavaScript, C#, Java, PHP, SQL
- Unity, Unreal Engine 4, Quake
- MySQL, MongoDB, MSSQL
- Less, Sass
- HTML5, Handlebars
- Performance and scalability optimization
- Data management and analysis
- Composer
- REST, WebSockets
- jQuery, js plugins
- NodeJS, ASP.NET, socket programming
- CSS3, Bootstrap, Materialize, Markdown, Font Awesome, reStructured
- Computer Graphics, Physics simulation, Game networking, Game scripting, Gamedev
- Project planning, stories, sprints, ...

Occupation

- 2018 - 2019 at PEMIBA, s.r.o.
 - Position: Software Developer

- Technologies: PHP, Nette Framework, JavaScript, jQuery

Education

- 2013 - 2017 at Gymnázium Ľudovíta Štúra, Zvolen, Banskobystrický Kraj, Slovak Republic
 - High School Diploma
 - Computational Science and Engineering coursework
 - Information Technology coursework

Spoken Languages

- English
- Slovak
- Czech

Additional Skills

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