Zoltan Vegh

Aspiring iOS Developer

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📍 35 Highfields, Ballea Road, P43 HP48, Carrigaline, Ireland　📅 1994-08-29　🏳 Hungarian

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☎ https://zoltanvegh.itch.io/

WORK EXPERIENCE

Annotation Analyst, *Apple*　　　　01/2023 – Present
　　　　　　　　　　　　　　　　　　　CORK, IRELAND
- Evaluated AI-generated code in Swift, Python, C#, Java, and C++ as part of model training efforts, focusing on correctness, readability, and alignment with language-specific best practices.
- Assisted the QA Localization team in identifying and reporting UI and localization-related bugs introduced in the beta builds of upcoming OS releases in Hungarian and English across iPhone, Mac, iPad, and Apple Watch.
- Annotated and evaluated audio, visual, and text-based data to support the development of AI and machine learning models.

Customer Assistant, *Lidl*　　　　03/2022 – 12/2022
　　　　　　　　　　　　　　　　　　　BALLINCOLLIG,
　　　　　　　　　　　　　　　　　　　IRELAND
- Operated point-of-sale (POS) systems efficiently to process customer orders and payments in a high-volume environment.

Crew Member, *McDonald's*　　　　10/2019 – 12/2021
　　　　　　　　　　　　　　　　　　　INNSBRUCK, AUSTRIA
- Operated point-of-sale (POS) systems efficiently to process customer orders and payments in a high-volume environment.

Night Receptionist, *Reindl's Partenkirchner Hof*　　　　09/2017 – 09/2019
　　　　　　　　　　　　　　　　　　　GARMISCH-
　　　　　　　　　　　　　　　　　　　PARTENKIRCHEN,
　　　　　　　　　　　　　　　　　　　GERMANY
- Managed late-night front desk operations, including guest check-ins, check-outs, and reservation handling.

EDUCATION AND TRAINING

Coursera, *Google Data Analytics Professional Certificate*　　　　2023 – 2023
　　　　　　　　　　　　　　　　　　　Cork, Ireland

Team Treehouse, *Front End Web Development Bootcamp Certificate*　　　　01/2020 – 01/2021
　　　　　　　　　　　　　　　　　　　Innsbruck, Austria

Bridge Education Group, *120 Hour TEFL Teacher Certificate*　　　　2020 – 2020
　　　　　　　　　　　　　　　　　　　Austria, Austria

Staatliche Berufsschule Garmisch Partenkirchen, *Hotel Industry Expert Certificate*　　　　2014 – 2017
　　　　　　　　　　　　　　　　　　　Garmisch-
　　　　　　　　　　　　　　　　　　　Partenkirchen,
　　　　　　　　　　　　　　　　　　　Germany

Bilingual High School, *Leaving Certification*　　　　2009 – 2014
　　　　　　　　　　　　　　　　　　　Baja, Hungary

SKILLS

- Time management
- Communication and collaboration abilities
- Ability to adapt quickly
- Machine learning model support
- Swift, C#, GDScript
- chatGPT, Muse AI, Meshy AI, Copilot

- Analytical thinking
- Detail oriented
- Prompt engineering
- Programming
- Experience using AI tools
- Willingness to dive into new challenges

LANGUAGE SKILLS

Hungarian	English	German
Mother tongue(s): HUNGARIAN	C1	B2

PROJECTS

Risen Wiki, *A companion app for the game Risen built in SwiftUI for iOS.*
A fan-made companion app for the game Risen based on the Risen Wiki website built in SwiftUI for iOS. RisenWiki helps players browse and search for information about creatures, locations, characters, and quests within the game world.

MacOS Menu Bar App, *MenuBarApp is a lightweight, Swift-based macOS menu bar application built in SwiftUI that displays real- time system resource usage directly in your menu bar. It shows live updates for: CPU Usage, Memory (RAM) Usage, Available Disk Space (GB).*

Deathtrap Dungeon in Unity,
The video game adaptation of Ian Livingstone's single-player adventure gamebook using Unity and C#.
Screenshot

Zkyrim,
A first-person wave defense game using Unity and C# where players defeat continuous waves of enemies.
Players have the opportunity to gather mushrooms, craft health potions, and upgrade armor classes for enhanced gameplay.
Screenshot