# Zoltan Vegh

Aspiring iOS Developer

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## 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**
Mother tongue(s): HUNGARIAN

**English**
C1

**German**
B2

## PROJECTS

**Risen Wiki**
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.
GitHub Link ⊡

**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).
GitHub Link ⊡

**iOS Weather App**
SwiftUI-based iOS weather app that uses CoreLocation and the OpenWeather API.
GitHub Link ⊡

**Deathtrap Dungeon in Unity**
The video game adaptation of Ian Livingstone's single-player adventure gamebook using Unity and C#.
Project Demo ⊡

**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
Project Demo ⊡

**Knight Survivor**
A Vampire Survivor inspired game made in Godot 4 with GDScript.
Demo Link ⊡