ZSOLT PALFI

C/C++ SOFTWARE DEVELOPER

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PROFILE SUMMARY

As a passionate **software developer** with a background of electronic engineering, I can bring significant value by applying my skills in developing with **C++**, **C**, and other related technologies. Throughout my studies, I have tackled various challenges, which has expanded my experience working both independently and in teams. This has led me to develop a strong **adaptive and problem solving capacity** that enhance my **stress management** in critical situations.

I'm looking forward to putting my software development skills into practice and contributing in the development of new features..

EDUCATION

Software developer
JAN, 2022 – JAN, 2024

42 Barcelona Fundación Telefónica, Barcelona

- 42 School was where I trained as a software developer. There, I acquired solid technical skills in languages like C and C++. Additionally, I delved into areas such as networking, algorithms, and ray-casting using C libraries. Beyond just gaining technical knowledge, the experience at the school also helped me develop as an individual. I learned to work in teams, how to communicate , as well as to lead and follow leadership.

Electronic engineering
SEP, 2020 – JAN, 2022

Universitat Politécnica de Catalunya, Barcelona

- UPC was where I began my studies in Industrial and Automatic Electronic Engineering, gaining experience with mathematics and statistics, but it was also where my interest in software development started, leading me to join UPCoders, a programming club with which I later participated in various Hackathons.

AWARDS & RECOGNITIONS

HackForGood – ECO2
APR, 2024

Barcelona, Catalonia, Spain

- HackForGood is an initiative by Red de Cátedras Telefónica, which encompasses the largest network of university-business cathedras in Spain.
- We presented our solution ECO2, a platform that allows users to visualize and become aware of the CO2 footprint generated by the products they consume. We used technologies such as PHP, SQL and Python.
- Our solution was awarded the first prize.

PROJECTS

Trascendence
SEP, 2023 – JAN, 2024

Team project

- Made in JavaScript, HTML, and CSS. Using NodeJS and NestJS as frameworks and PostgreSQL as a database and Makefile for compiling with Docker 3 docker containers.
- Developed and locally launched a web app for online Pong gaming, featuring chat rooms, multiplayer modes, private messages, spectator mode, and profile viewing.
- Received positive feedback from 95% of our players and reviewers.
- Acquired proficiency in JavaScript, NextJS, and NodeJS by developing a web app for online Pong gaming as my first project using these 3 technologies and thanks to the implementation of more than 10 functionalities for my web app.

Containers
FEB, 2023– MAY, 2023

Solo project

- The 8.000 lines of code that contains this project where made in C++, except the Makefile.
- The objective of this project was to implement vectors, maps and their iterators from scratch, following the C++98 standard library specifications.
- Demonstrated proficiency in C++ templates, memory management, and data structures, involving 300 hours of work.
- Learned more about C++ and its containers, especially about these two containers and their iterators.

Cub3D
OCT, 2022– NOV, 2022

Team project

- This project was done in C, using the MiniLibX library for the visual part.
- The objective was to learn about ray-casing techniques to make a first-person FPS game inside a maze.
- The completion of this project took us approximately 280 hours of work, in which we learned to organize ourselves as a team to carry out all the proposed tasks.
- At the end of the project we acquired great aptitude developing in C and working with ray-casting techniques.

TECHNICAL SKILLS

- C++
- Bash
- Python
- Docker
- VStudio
- Javascript
- C
- Linux
- Git
- SQL
- Make
- Algorithmia

PROFESSIONAL SKILLS

- Problem solving
- Object Oriented Programming (OOP)
- Critical thinking
- Time managment

LANGUAGES

- Spanish – Native
- English – B2
- Catalan – Native
- Romanian – Native