

CURRICULUM VITAE

Personal Details:

Name: **Gergely Boromissza**
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Carrier objectives:

Work as a motivated member of a good team by a professional company.

Experiences:

2011-: **Twisted Tribe Ltd.** (Docler Holding): software engineer
Nadirim: server development (C++ / SQL / Lua)
client development (Unity3D / C# / Flash)
2008-2011 : **NNG (Nav N Go) Ltd.:** software engineer
IGO Primo: planning, developing, maintenance (C++)
UI script binding (Lua)
IGO 8: developing, maintenance (C++)
Sync Tool: planning, developing
2006-2008: **Stormregion Ltd.:** software engineer
Codename Panzers: Cold War:
game logic programming (C++)
Seventh Age: game logic programming (C++ / UnrealScript)
2005-2006: **CodeLand Ltd.:** software engineer
Winflexum: CSG logic and software protection (C++ / Lua)
2004: ACM and Challenge 24 programmer competitions (in the top 20)
2002 summer: Work in a bookshop on the foreign language department
1995-2001: Many math and physics competitions (many times in the top 100)

Education:

2001-2006: Budapest University of Technology and Economics
Informatics branch (MSc) (System development)
1997-2001: graduated in Városmajori High School (Math-Physics-English)
scholarship for the studies and competitions
excellent final examination
1989-1997: Kós Károly Elementary School

Skills:

Driving license: type “B”

Language Skills: English: advanced level (Rigó Street middle level “C”)
German: advanced level (Goethe Deutsches Sprachdiplom,
Rigó Street middle level “C” and
Goethe ZDaF)

Known program languages:

beginner: Prolog, SML, Delphi, Basic, UnrealScript, CSS, Python
advanced: C#, Java, Pascal, SQL, PHP, HTML, Unity3D
expert : C, C++, Lua

Interests:

Programming, computer games, movies, theatres

Sports: 8 years hip-hop dancing in a dance school, soccer, swimming