

ABOUT ME

I'm a friendly and ambitious student aspiring to be a successful game developer. I work well with others and enjoy sharing my work. I'm a creative person and I love making things, I always have a new idea in mind.

OBJECTIVE

My childhood dream was to become a game developer, thanks of this, I stumbled on programming very early on in life. I quickly fell in love with it and I've been coding ever since. Now I imagine my future as a tools developer either for game studios or other industries.

INTERESTS

Aside from making games, I enjoy creating scripts for personal convenience and speeding up workflows. I also like doing sports to stay healthy, especially volleyball and table tennis. I also love reading, mainly sci-fi and fantasy.

Soma Nyiro

EDUCATION

Bláthy Ottó Titusz Informatikai Technikum

At my high school I learned about many aspects of IT such as C# and Javascript programming, website creation, networking, office and the usage of the Linux operating system.

BeCube Python course

At this course I familiarized myself with Python and some of its libraries.

Cisco Networking course

During high school I completed an additional course to further my networking skills.

Saxion University of Applied Sciences

Here I'm currently learning a lot about C# programming and the software development process as well as design thinking. I am also currently honing my skills with various tools and software needed for my future carrier.

EXPERIENCE

Internship at VR Storm

I had to opportunity to do a 5 month internship at VR Storm Studio during which I did gameplay programming for a competetive FPS game.

University Projects

I have done a great number of projects for my university, about which you may read about on my portfolio.

SKILLS











