

MAKAI KRISTÓF

Budapest, Hungary | kmakai520@gmail.com | [LinkedIn](#) | [GitHub](#)

Applied with a solid foundation in software engineering and testing to build reliable, maintainable systems. Combined development expertise with rigorous quality practices to uncover issues early, enhance product stability, and deliver software that meets both technical and user expectations with consistency and precision.

EXPERIENCE

2022 - 2023

Software Engineer | Fitesa | Rétság, Hungary

Designed, built, and maintained scalable software systems using modern engineering practices. Collaborated across teams to define requirements, improve architecture, and deliver reliable features. Drove quality through automated testing, performance analysis, and thoughtful documentation.

2022- 2023

Networking Architect | Fitesa | Rétság, Hungary

Designed and optimized enterprise network architectures supporting secure, high-availability operations. Led planning for routing, switching, and infrastructure upgrades, ensuring scalability, reliability, and streamlined performance across the organization.

2023 - 2024

Web Developer | Smartmind | Budapest, Hungary

Built responsive, accessible web applications using modern front-end frameworks and well-structured back-end services. Translated ideas into polished interfaces, improved site performance, and delivered features that balance usability, speed, and maintainability.

EDUCATION

Sep 2019 – May 2025

Szent-Györgyi Albert Technical School

- Graduated
- Software Engineer and Tester technical certificate

Sep 2025 – May 2028

Óbuda University John Von Neumann Faculty of Informatics

- Bachelor of Science in Computer Science

SKILLS

- C#
- Web Development
- ASP.net
- JavaScript
- Java
- Linux
- Postgres
- Python
- Kotlin
- GitHub / Git
- SQL
- MongoDB
- Docker
- Dotnet

PROJECTS

Wintermarch

- Graduation Project – Destructible Terrain System (Video Game + Website)
- This project aimed to streamline the creation of destructible terrain in video games while significantly reducing hardware load. The solution includes a fully custom particle system and a flexible terrain deformation framework designed to improve both performance and developer control.
- The accompanying game demonstrates these systems in action, featuring highly configurable particle behavior and a robust, customizable terrain deformation pipeline.
- **Stack:** C#, HTML, CSS, JavaScript, PHP, SQL

Content Moderation Bot

- Developed an AI-driven chat moderation system with customizable filtering rules and automated response handling.
- Implemented flexible moderation scopes, user-defined message actions, and adaptive behavior controls.
- **Stack:** Python, discord.py

EXTRACURRICULAR

- Pendroid 7th place