

Tomas Szabo

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PROFILE

Final year BSc (Hons) Games Development student with technical proficiency in C++, C#, including networked multiplayer (TCP/UDP) and AI NPC systems. Hands-on experience developing interactive projects in Unreal and Unity and creating high-quality assets in Maya. Adept at managing development cycles in Agile workflows and bridging the gap between artistic vision and technical execution.

TECHNICAL SKILLS

Programming	C++, C#, Java, HTML, CSS, JavaScript, Wolfram Mathematica
Databases	MySQL, SQL
Game Engines	Unreal Engine, Unity
Design and Visualization	Maya, Blender, Figma, Photoshop, DaVinci Resolve
Collaboration	GitHub, Scrumwise, Trello, Diversion
Language	English, Polish, Slovak, Czech (Native/Bilingual) Spanish, German (B1)

EDUCATION

26/09/2022 - Present **BSc (Hons) in Computing in Games Development** (QQI Level 8)
Dundalk Institute of Technology, Ireland

Key Modules	2D and 3D Game Engine Development 3D Modelling and Animation - Machine Learning - Object-Oriented Programming (C++, C#, Java) - Multiplayer Distributed Programming - Games Physics
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Key Projects **Ale & Ambition** | UE5, Blueprints | [\[Trailer\]](#)

- Designed an AI/NPC task system using **State Trees and Smart Objects**, enabling precise navigation and role-based interactions across modular tavern workstations.
- Built a dynamic game loop including a day/night cycle, **delegate-driven event system** with modifiers affecting customer flow, QTE-based serving mechanics, and a stamina system with visual feedback.
- Overhauled UI using UMG, including animated event screens, NPC patience indicators with billboarded timers, and a modular comic-style cutscene system with cinematics in **Sequencer**.

Darkspire | Unity, C# | [\[GitHub\]](#) [\[Trailer\]](#)

- Developed core **player movement and combat systems**, dodge mechanics with invulnerability frames, and a risk/reward combat loop encouraging strategic timing and positioning.
- Created a **combo-based melee system** with animation-driven attacks, accurate hitboxes, ensuring precise hit registration and responsive gameplay.
- Designed and implemented **enemy AI behaviours** (patrol, detection, chase, attack), with varied attributes and navigation logic, alongside a boss fight featuring unique attack patterns.

Tank Shot | C++, SFML, TCP Networking | [\[GitHub\]](#)

- Constructed a **TCP client-server multiplayer architecture** supporting 4 players over LAN, using a server-authoritative model and custom packet protocol.

- Developed a networked game loop including lobby system, round management, scoring, and **synchronised pickups**, with server-side validation to prevent invalid client actions.
- Implemented client-side interpolation and **state synchronisation** to ensure smooth remote player movement and consistent gameplay across all clients.

02/2025 – 06/2025 **Erasmus+ Exchange** (GPA: 3.8/4.0)
Warsaw University of Technology, Poland

09/2018 – 06/2022 **Leaving Certificate** (GPA: 3.25/4.0)
Gymnázium, Párovská 1, Slovakia

WORK EXPERIENCE

06/2023 – 08/2023 **Bar Staff**
Brubakers, Dundalk

- Navigated high pressure environment and handled unexpected situations with care, showcasing problem-solving skills and critical thinking in time-sensitive scenarios.
- Coordinated with team members to preserve smooth running operations, communicated with them to optimize fast paced work environment.

VOLUNTARY EXPERIENCE

10/2019 – 09/2020 **Animal Keeper**
University SPU, Vivarium, Nitra

- Provided intensive care to ensure the well-being of endangered species of exotic animals.
- Followed strict handling protocols for specimens, demonstrating attention to detail, adaptability, and the ability to swiftly handle unexpected animal behaviours.

ROLES & LEADERSHIP

- Scrum Master:**
- Ran daily stand-ups, sprint planning and retrospectives for a team of 4 developers.
 - Managed backlog prioritisation, assigned story points, and item organization, contributing to smoother team workflow and consistent delivery.
- Lead Tester:**
- Designed and conducted structured playtesting sessions with up to 30 participants, gathering qualitative and observational data.
 - Performed isolated A/B feature testing to identify bugs, gameplay issues, and balancing flaws.

INTERESTS & ACHIEVEMENTS

- Modding/Level Design** Experimented with mods for *Hytale*, exploring procedural world generation and asset creation.
- Competitions** Participated in DofE programme, an initiative that emphasizes personal growth, skill development, and resilience. Also competed in the 2022 Robocode competition.

REFERENCES

Available upon request.