

## Summary

I am a software engineer with 13 years of experience and a strong focus on delivering high-quality outcomes. My flexibility and quick learning ability have enabled me to excel in diverse areas. I have a particular affinity for C++ programming, as it allows me to work at a lower level, utilizing my precision and analytical thinking. I am now seeking my next career opportunity in the finance, fintech or cryptocurrency sector.

## Technical Knowledge

- Languages: C, C++ (11..20), C#, Python, SQL, XML, HTML, JSON, Structured Text, VBA
- Tools: Visual Studio, Qt Creator, MSVC, GCC, Git, Gitlab, gdb, cmake, Yocto, Docker, Kafka, InfluxDB, Grafana, Atmel Studio, CoDeSys 2, eCockpit, Perforce, SQL Management Studio, Jira, ClickUp, Solr, Azure DevOps
- Frameworks: STL, Qt, .NET, Google Test, TDD, WinAPI, Chef, WPF, MVVM, EF, WCF
- Platforms: Windows, Linux, macOS, embedded, Wago PLC, AWS, Azure
- Protocols: Financial Information Exchange (FIX), SNMP, CAN, Modbus, IP, TCP, UDP, RTP
- *Solr Unleashed* certification from LucidWorks

## Professional Experience

**Software Engineer**, *Forgotten Empires LLC*, remote, 03/2023 – present

- Development of Age of Empires 2: Definitive Edition
- Improving software quality by tracking down and fixing errors
- Implementing new features
- Modernising legacy C++ code base

**Software Engineer**, *Kraken Digital Asset Exchange*, remote, 07/2022 – 12/2022

- Improved and extended a client facing FIX API to fulfill the client's requirements
- Created an application to sort large (200+ GB) files of market data in memory limited environments (AWS)
- I was affected by the layoff at the end of 2022

**Software Engineer**, *Appear AS*, Norway, 05/2019 – 06/2022

- Contributed to the release of a new transcoder product
- Improved product quality by adding unit and automated system tests

**Software Developer**, *Indra Navia AS*, Norway, 08/2017 – 04/2019

- Developed and installed a system at Oslo airport to monitor disturbances in Instrument Landing System (ILS) signals
- Corrected errors in the code of a Remote Terminal Unit (RTU) and integrated it with further systems
- Contributed to selling our solution to Southampton airport by integrating our system with theirs

**Software Developer**, *Forgotten Empires LLC*, US, remote, 05/2017 – 10/2017

- Fixed several bugs in the game engine of Age of Empires I: Definitive Edition
- Facilitated the game's translation to 17 languages by creating a string localisation tool

**Software Developer, Rubrikk Group AS, Norway, 01/2014 – 06/2017**

- Ensured the continuous availability of our services by maintaining live Solr instances
- Automated the deployment of new service infrastructure
- Managed a small team that rewrote a core library, thus streamlining development efforts in our organisation

**Software Developer, Intelscan ehf., Iceland, 03/2011 – 07/2012**

- Designed and led the implementation of a SCADA system which operated at our customers' facilities
- Processing data measured by microwave sensors and controlling water addition to animal feed production lines.

**Intern, KBC Global Services Hungary, 07/2010, 07/2009**

- Identified, documented and reported unexpected behaviour of an internal information system
- Reduced the time of compiling statements for the decision makers by developing Excel macros in VBA

## Education

**Computer Engineering MSc., Budapest University of Technology and Economics, Hungary**

- Software Architectures ♦ Distributed Systems ♦ Software Testing ♦ Computer Networks ♦ Embedded Systems ♦ Co-operative and Learning Systems ♦ Artificial Intelligence ♦ Computer Graphics ♦ Industrial Image Processing and Visualisation
- Thesis: Solving the Vehicle Routing Problem

**Erasmus Scholarship, Universidad de Alcalá de Henares, Spain**

## Publications

P. Tengg: *Approaching Real-World Instances of the Vehicle Routing Problem*, Proceedings of the Automation and Applied Computer Science Workshop 2012, June 22, 2012

P. Tengg: *Genetic-Neural Spaceship Control*, Scientific Students' Associations 2009, Budapest University of Technology and Economics (written in Hungarian)

## Extracurricular Activities

**Game Content Developer, Forgotten Empires LLC, 10/2011 – 05/2016**

- Contributed to the game content of Microsoft's *Age of Empires II: The Forgotten* and *The African Kingdoms* expansions. Graphics and animations, organising voice recordings, game testing, creative ideas, historical research

**Project Vice President, AIESEC**

- Establishing co-operation with Hungarian IT companies. Attending networking events and negotiations. Writing articles in professional publications. Training team members. Participating in the management of the project.

**Account Manager, AIESEC**

- Establishing co-operation with companies involved in Corporate Social Responsibility

## **Language Expertise**

- **Hungarian** (native)
- **English** (excellent)
- **Norwegian** (good)
- **Spanish** (intermediate)

## **Other Knowledge**

Blender, Corel Draw, Driver's license (2007)

## **Hobbies and Interests**

- Programming
  - Automating crypto currency tax reporting in Python
  - Backtesting and optimisation of cryptocurrency trading algorithms. C++20, Python, Qt, SQLite, Git, genetic algorithms, machine learning.
  - Football prediction based on data analysis. C++17, SQLite, Git, neural networks, genetic algorithms, machine learning
- Cooking, health, training, table tennis, foreign cultures and languages, investments, exchange trading, crypto currencies