

# PetrovÁnszki László

Senior software engineer with experience in application development, game development, embedded systems, VR, tooling, and build engineering. I shipped multiple projects, planned, architected and implemented applications, and provided technical leadership to several teams.

- I'm motivated by challenges, difficult problems, and learning
- I enjoy making plans and following through them
- I believe in clean, high-quality, long-lasting code
- I have good soft skills, leadership qualities, experience in mentoring, communication, and establishing workflows
- I'm curious and regularly update my skillset with new tech



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## EXPERIENCE

### **The Wild Gentlemen** — *Lead Software Engineer, 2022-2025*

Planned, architected and led a team over the 2+ year long project **Wild Tactics**. We reliably hit milestones and worked self-sufficiently to complete the project, and also significantly contributed to another release within the company. I implemented several key modules while mentoring colleagues.

- Modular, event driven design
- Custom service locator and dependency resolution
- Custom job system for parallelized animation scheduling
- Custom tools for artists and designers
- Instituted automated testing and static code analysis
- Additional work for 2 other games and building the company's internal shared codebase

C#, Unity, GSheets/MSExcel API, Steam

### **Lost Pilgrims Studio** — *Lead Software Engineer, 2020-2022*

I joined the **Vagrus** project while it was already in active development. My job was to bring in professional Unity knowledge, revise and refactor the code base, and to lead the team through the release, which was ultimately very successful.

- Led the release by example, resolving the majority of tickets
- Major refactoring solutions to speed up loading times, external tool bindings, artificial intelligence, memory and CPU load
- Introduced modern project management tools to the company
- Took full ownership of 110K LOC within months
- Recruited and mentored two junior colleagues

C#, Unity, AirTable, PHP, Steam/GOG

## STRENGTHS

Strong algorithmic, geometric and math knowledge

Technical leadership

Shipping commercial projects, desktop and mobile apps

Planning complex project roadmaps

## TECH

Unity 2022, C# 9.0, .NET Standard 2.1, .NET Framework 4.8

Java 1.8, JDK 26

C/C++, embedded development

git, SVN, CI/CD, DevOps

JIRA, YouTrack, Redmine

LINQ, Threading, DI

TDD, Scrum, Agile

Js/TypeScript, MySQL/pgSql, PHP, REST

## LANGUAGES

English (C1), Hungarian (Native)

## **Elder Brains Studios** — *Lead Software Engineer, 2015-2020*

**Lead Programmer** for the client side for the online game **Herogrinder**, and an online social game for mobile and web platforms. I also designed a build pipeline to rapidly produce and deploy turnkey applications for Android and iOS.

*C#, Unity, Haxe, Java, XCode, C++, JavaScript, PHP, WebGL, OAuth, Play Store/App Store, Jenkins*

## **360World** — *Lead Software Engineer, 2013-2015*

**Lead Programmer** for a startup focused on cutting-edge Augmented Reality tech. I worked on multiple projects for high-tech and custom hardware, often adapted for extreme conditions such as base jumping, air traffic control, and working with the Jetman himself.

*C#, Unity, C++, Java, Embedded, Agile*

## **Pixelsky Games** — *Lead Software Engineer, 2012-2013*

**Lead Programmer** for **Error Threshold**, a multiplayer TPS game. I developed a peer-to-peer networking model, vehicular physics, swarm AI and a replicated event system for gameplay scripting.

*C#, Unity, Realtime UDP Networking*

## **Artery Studios** — *Senior Programmer, 2010-2012*

I worked my way up to **Senior Programmer** on **Pora Ora**, an educational MMO developed for a British customer.

*C#, Unity, TCP Networking*

## **Early Works** — *Programmer, 2007-2010*

My junior years encompassed frontend and backend web work, Java projects, and contributions to a large medical application in C++.

- Websites for small businesses; ranging from static landing pages to webshops with payment and shipping. PHP, HTML, CSS, JS
- Games in Java ME for feature phones
- Small features and bugfixing for a digital microscope application for SOTE/Carl Zeiss, written in C++

*C++, PHP, JavaScript, HTML, CSS, Java*

## **EDUCATION**

### **ELTE IK, Budapest, 2005-2010**

Computer Science studies (non-degree).