László Petrovánszki

Versatile developer with 15+ years of experience across game development, tooling, VR, and build engineering. Proven track record of shipping multiple projects, navigating full development lifecycles, and collaborating across disciplines.
After three years in my current position, I am seeking new challenges in a different field to broaden my horizons.

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EXPERIENCE

The Wild Gentlemen — *Lead Programmer, 2022-*

Lead Programmer on the studio's most complex game, **Wild Tactics.** Besides programming, I took on architecture, project management, and game design duties, ultimately leading the project to completion in a volatile environment.

Lost Pilgrims Studio — *Lead Programmer, 2020-2022*

Lead Programmer on **Vagrus, The Riven Realms**. Although I inherited a large codebase, I helped bring the project across the finish line. I also helped figure out the right direction for the release.

Elder Brains Studios — *Lead Programmer, 2015-2020*

Lead Programmer on several projects, including the client part of **Herogrinder**, a multiplayer turn-based game, and another online social game for multiple platforms. I also implemented a full pipeline to quickly produce and sell turnkey applications for Android and iOS.

360World — *Lead Programmer, 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.

Pixelsky Games— *Lead Programmer, 2012-2013*

Lead Programmer for **Error Threshold**, a multiplayer TPS game. It was ultimately scrapped for financial reasons, but it made successful rounds with publishers and expos.

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.

SKILLS

Unity Expert

C# Expert

Strong algorithmic, geometric and math knowledge

Highly independent and capable of making decisions

Experienced in cross-field communication

Oversaw multiple projects from start to finish

Worked in almost all fields of game development

LANGUAGES

English, Hungarian

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++

EDUCATION

ELTE IK, Budapest, 2005–2010

I studied Computer Science, but opted for working when I had the opportunity, so I didn't graduate.