

# Gergo Pronai

Portfolio - <https://www.gpgamedev.com/>

Preston

PR2

07729 671082

pronaigergo@gmail.com

## EXPERIENCE

**Nitecrest,**  
Third industry Leading in Banking,  
32a Marathon PI, Moss Side Industrial Estate, Leyland, PR26  
7QN

—  
*Software Developer / Project Manager*

May 2021 – August 2022

- Developing programs as part of a small team
- Making changes to already existing programs
- Managing new and current projects

**CPC-Farnell,**  
Component House,  
Faraday Dr, Fulwood, Preston PR2 9PP

—  
*Data Control / Warehouseman*

May 2018 – May 2021

- Working with a small team completing orders on weekdays.
- Being able to handle the department alone on weekends.
- Working with other departments to complete the orders.

## EDUCATION

**University of Central Lancashire,**  
Fylde Rd, Preston PR1 2HE  
*Computer Games Development MComp*

September 2019 - PRESENT

CO1301 – Games Concepts – 76

CO1404 – Introduction to Programming - 88

CO1401 – Programming – 88

CO2301 – Games Development 1 – 57

CO2402 – Advanced Programming With C++ - 73

CO2403 – The Agile Professional – 61

CO2409 – Computer Graphics – 55

## SKILLS

### Programming:

- Advanced knowledge of C++
- Advanced knowledge of C#.Net
- Strong knowledge of SQL
- WPF
- Advance knowledge Microsoft VB.Net
- Knowledge of MVC

### Game Engines:

- Unity
- Unreal Engine 4
- Unreal Engine 5
- TL-Engine

### Other computing:

- Agile Master Certified
- Jira
- GIT
- Database knowledge
- Microsoft Office
  - Access
  - Excel
  - Word
  - PowerPoint
  - SQL

### Personal:

- Good Communication
- Strong team player
- Quick Learner
- Comfortable with adhering deadlines

**Cardinal Newman College,**  
Larkhill Rd, Preston PR1 4HD  
*Software Development*

September 2016 - May 2019

D\*D\*D\*

**LANGUAGES**

English  
Hungarian

**PROJECTS**

**4 Week Challenge — Developing a mobile application in 4 weeks**

I was leading a team at the first four weeks of my first year at university with people I never met before. I learnt how to create a basic application using AppInventor. I have also learnt how to manage a small team and made sure that everyone is on the same page and everything is done in the best possible quality.

**Digital Job Bag— Developing an internal Website in MVC**

I was the lead developer working on the Digital Job Bag which is an internal product requesting website. I was working closely with both Sales, Quality Control and Production in order to meet the requirements of the project. One of my main responsibilities was consulting with higher management as well as training the users of the website.