








TAMAS GREGUS

Senior Game Engineer

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SKILLS

C#, C++
Unity, Unreal Engine 5
Git, SVN
HacknPlan, Redmine, Trello, Jira, Slack,
Monday.com, Notion

INTERESTS

3D modeling in Blender
Playing and creating games
Writing stories

WORK EXPERIENCE

I have worked on 3 published and 1 upcoming titles.

Unity: [Trailblazers](#), [Zipp's Café](#), [Chicken Police](#), [Tank Maniacs](#)

Unreal Engine 5: [Cornered](#), [Inverted Shark](#)

2023 - present **GAME PROGRAMMER**

Strangers Sàrl (Switzerland, Fribourg - **full time Remote**)

Team size 6, I am one of the 3 programmers

- Creating the upcoming [Trailblazers: Into the March](#) in Unity for Steam. Working mostly on the **GOAP-based AI** of the game, direct ordering of characters, **electricity** system and **playable map** minigames, ship **map generation** based on texture pixels, **UI** management, prototyping a **text-based adventure system** with **reward management**, **lighting** system, etc.

2020 - 2022 **GAME PROGRAMMER**

Wild Gentlemen Kft. (Budapest - **full time Remote**)

Team size 10, I was one of the 3 programmers

- Created [Zipp's Café](#), a spin-off video game in Unity for Steam. Made the structure of the whole game, and **developed all of the game mechanics**, including **dialogue system**, **multiple physics-based 3D minigames with tutorials**, **localization system**, menus, animation and sound management, **optimization** for mobile devices, JSON-based **save-load system**, **video and audio settings**, **Steam achievements**, etc.
- Created [Chicken Police](#), a **multiplatform, award winning, critically acclaimed** video game in Unity. Worked on **3D and 2D minigames**, **menus (like the Extras, Video settings)**, **notifications**, **dialogs**, and supported the game after release. **Ported** to Xbox One, Android phones and tablets, iPhone and iPad devices. I wrote the **controller management** for the menus.

2020 - 2022 **GAME PROGRAMMER**

Round Finance Inc. (US, San Francisco Bay Area - **full time Remote**)

Outsourced within Wild Gentlemen Kft.

Team size 10, I was the **only one** Unity programmer

- Created Cricket Clashes, a cancelled **Photon-based online multiplayer** mobile video game in Unity. **Developed all of the game mechanics**, including **matchmaking**, the online game information **sharing between clients**, card selection and drafting, card animations, reward management, **AI implementation**, input management, etc.
- Programmed **automatized data uploading of 3D cubes** for FanCraze Technologies Inc., which are officially licensed Cricket thematic cubes. They are being used on [FanCraze.com](#).
- **Communicated with clients regularly**, kepted them up-to-date on progress, clarified requirements as needed

2017 - 2020 **GAME PROGRAMMER**

GAMELAB Zrt. (Budapest - full time On-site)

Team size 20, I was one of the 5 programmers

- Created [Tank Maniacs](#) video game in Unity for Steam. **Programmed different aspects of the game**, including a few iterations of the playable menu map, pickup boxes, shields, **reverted projectiles**, parachute instantiation for tanks, character selection screen, **controller management**, tank animation management, **Steam achievements**, etc. **Designed the mechanics** of the [chicken tank](#) and [baseball tank](#).
- Created [Sir Plump](#) video game in Unity. Wrote code for **enemy AI** and **managed animation states** of protagonist, creatures, boss battle and other related tasks.
- **Ported** projects to Xbox One.
- Developed **learning materials** for the company's "talent course" (texts, code examples)
- Developed a few prototypes for the company's **Game Jams, where I was the only programmer**: [Ragnarok](#), [Castle Buddies](#)
- Attended in **Global Game Jam 2020**



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2016 - 2017

UNITY DEVELOPER

InnovlTech Kft. (Eger - full time On-site)
Team size 10, I was the **only one** Unity programmer

- Programmed a Unity-based [genome browser](#).
- Processed and converted genome sequences
- **Procedurally generated 3D meshes** from them
- Visualized biological datas (chromosomes, nucleotids, nucleobases, genes)
- Created different **moveable cameras around the generated meshes**

2015 - 2020

EXTERNAL LECTURER

Eszterházy Károly University

- Led correspondence courses on weekends
- **Led Graphic Systems class**, which presented Unity game engine to programming students
- **Led Computer Graphics class** about Blender rendering engine
- Created an [online course](#) about Unity - Blender workflow
- Rendered a [3D animation](#) for Audi Innovation Day
- Led other classes about **robotics**, basic algorithms, functions of office applications.
- Used **Python language** for implementing **building energetics algorithm** for INNOREGIO Knowledge Centre

ACADEMIC EXPERIENCE

2012 - 2015

INFORMATICS TEACHER

MASTER'S DEGREE

Eszterházy Károly University

- Wrote thesis about skills development of video games
- Awarded with **Pro Scientia Gold Medal** by the National Council of Student Research Societies, received in Hungarian Academy of Sciences for publications, scholarships, awards, lecturing during studies. This scientific award goes to 45 selected people in every 2 years.
- Awarded **1st prize 2 times** in National Scientific Students' Associations Conferences in **robotics** for education.
- Achieved **republic scholarship 2 times** for studies
- Published [papers](#) for multinational and national conferences in **robotics, RFID, and neural net**
- Attended for various courses in geoinformatics, developed apps for visually impaired people

2009 - 2012

SOFTWARE INFORMATION TECHNOLOGIST

BACHELOR'S DEGREE

Eszterházy Károly University

- Developed a Unity game for thesis
- Achieved **republic scholarship 2 times** for studies