

András Wolosz



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Work experience

2024- **NNG**
C++ developer
Responsibilities: Configuration, maintenance and customization of GPS navigation softwares. Simultaneous debugging of C++ and Java codes. Running Android emulator.

Internship

2021 **Hungarian Research Centre for Linguistics,
Research Group for Language Technology**
Intern
Responsibilities: XML parsing of Hungarian Wikipedia, text cleaning, creating dataset, data preprocessing for training data as input for RoBERTa.

Studies

2021–2024 **Eötvös Loránd University, Faculty of Informatics**
Computer Science (MSc), Software Technology specialization

Thesis

Clustering cellular automaton rules based on the textures they generate

In my thesis I aim at developing a method which can be applied for categorizing cellular automaton rules, using the analysis of textures generated by the automaton. The texture analysis is made with SSIM and GLCM tools.

Erasmus+

Vilnius University, Lithuania

Besides attending courses such as cryptography and robotics, I had the opportunity to practice English in my everyday. I got to know many large European cities and made international connections.

Teaching assistant

Taught classes: Computer systems (Linux, Bash), Web development (HTML, CSS)

2018–2021 **Eötvös Loránd University, Faculty of Informatics**
Computer Science (BSc)

Thesis

Web application of turn based games

The thesis implements a web application which provides an interface for real time, turn based board games for registered users. The thesis project is following the REST API design. The frontend is implemented in HTML and JS (Angular), the backend uses PHP (Laravel).

IT skills

OOP	C++ Python3 (pip, numpy, matplotlib) Java (Android)
WEB	JS, TS, HTML, CSS, PHP Node.js, Vue.js, Angular, Laravel, Bootstrap, Socket.IO
VCS	Git, Mercurial GitHub, TortoiseHg
OS	Linux, Bash, SSH
OTHERS	Visual Studio, Android Studio, Jira, Latex, Microsoft Office, GIMP

Language

ENGLISH | **Fluent** – B2 Independent User (Vantage level)

Driving license

Category **B**

Personal projects

- On synopticus.org, literary texts can be compared. During development, the main challenges were displaying large amounts of text on a single page and handling complex URLs. The repo includes a wiki page, CD, CI, lint checks, and automatic formatting. Implemented in Vue.js.
- Socket.IO kommunikáción alapuló Gomoku és Carnac kétszemélyes társasjátékokat implementáltam webböngészőre. A megjelenítés Vue.js segítségével történik.
- I have implemented two board games, Gomoku and Carnac as web applications. I used Socket.IO for communication and Vue.js for rendering the view.
- I created an npm package for an N-dimensional torus datastructure. It can be found in the following link: www.npmjs.com/package/n-torus
- I implemented a four coloured Conway's Game of Life (Quadlife) cellular automata in vanilla JS and HTML.
- I made several Point and Click adventure games.

Interests

In my free time I like playing the guitar and reading literature. I like to solve various logic puzzles such as Rubik's Cubes. I have organised a board game club and a book club in my dormitory.