

Summary

Contact Information

Andrew Varga
+36 20 231 2246
info@andrewvarga.com
<http://andrewvarga.com>

Personal Information

Born in: 1987.08.12., Budapest
Citizenship: Hungarian

Work Experience

- 2006 - present freelancer for various agencies including:
 - Multi M Studio
 - Spring Interactive
 - Sixth Floor Developers (6fd)
- 2007 summer
 - flash developer intern
 - unit9**, London
- 2009 summer
 - flash developer intern
 - Firstborn Multimedia**, NYC

Education

- Budapest University of Technology and Economics
Computer Engineering Bsc., 2011

Skills

- OO development in Flash AS 3.0, Flex framework, Parsley
- design patterns
- 5 years of experience with Flash
- beginner/intermediate: HTML, CSS, JS, XML, PHP, C, C++, OpenGL, C#, Java

Language

- English
- intermediate German

Interests

- basketball, soccer, cycling, traveling, movies

Details

University Studies

Main areas:

- Natural science: Calculus, Physics, Probability Calculus
- Computer science: Digital Design, Software Technology, Coding Techniques, Computer Architectures, Measurement/Software Lab, Artificial Intelligence, Theory of Algorithms, Databases, Control Engineering, Computer Graphics, System Modeling, Operating Systems

University Projects:

Pre-thesis: A Papervision3D demo to benchmark performance of software based 3D on the web.

The experiment uses own physics and can be found at:

<http://andrewvarga.com/bme/onlab/>

Bsc Thesis:

Web based 3D applications: I discovered current options for deploying 3D on the web. The abstract in English can be found here on the 4th page:

http://andrewvarga.com/bme/szakdolgozat/szakdolgozat_bsc_ELQL4D.pdf

- Built an experiment that can be seen with Anaglyph 3D glasses:
<http://andrewvarga.com/bme/szakdolgozat/spacedemo/>
- A simple motion detection/tracking experiment:
<http://andrewvarga.com/bme/szakdolgozat/webcam/>

Work Projects

I was involved in the development of these applications, most of them are done in AS 3.0.

Bela Kovacs – point and click flash game

<http://extropiagames.com/bela-kovacs-trail-of-blood/>

http://vargaandras.com/works/extropia/belakovacs/index_3d.html (Anaglyph 3D version)

This game was built with reusability in mind: all levels, level behaviours are externalized in an XML file:

<http://vargaandras.com/works/extropia/belakovacs/belakovacs.xml>

All mini-games, graphical assets are externalized in an fla file.

Ballantine's DJ – facebook game

<http://andrewvarga.com/works/spring/ballidj/guitarHero/app/>

A guitar hero – like facebook game with toplists, facebook integration. It's online on the Hungarian Ballantine's facebook page as well.

Camping cheese – game

<http://www.campingsajt.hu>

A Hungarian cheese brand's game. You have to complete orders before running out of time.

Ray Allen – website

<http://andrewvarga.com/works/rayallen/>

The official website of NBA player Ray Allen. The site is no longer online.

Uses: XML based content, deep-linking, news section, pulling game results from an external location in JSON format.

Aeko Studio – website

http://andrewvarga.com/works/aeko/index_highres.html

A clean and simple studio website featuring rendered 3D images, made in Flash in 2007.

Flex app using Parsley

Developed client side code in a Parsley based intranet application published for Adobe AIR to be used by a supplier company to support its business mechanisms.

The application uses Parsley's messaging and commands support to establish the MVC structure. It is not online, but one of the modules' source code can be found here:

http://andrewvarga.com/works/flexapp/purchase_module.zip

Banners

<http://andrewvarga.com/works/spring/hungexpo/> (animation using inverse kinematics)