



GÁBOR KOVÁCS

Senior Software Developer

ABOUT ME

I am a senior developer specializing in intuitive UI design, backend communication, and system-level stability for mobile and 3D applications.

I focus on creating seamless user experiences through optimized workflows, reliable server communication, and high-performance architecture.

With strong expertise in Unity 3D, C#, and C++, I confidently deliver solutions ranging from mobile apps to complex graphics and game-development systems.

EDUCATION

Bachelor in Software Information Technology
Eötvös Lóránd University
2007 - 2011

LANGUAGE

- English: B2
- Hungarian: native



gkovacs@orthograph.net

EXPERIENCE

- Senior Software Developer** *Jun 2017 - present*
OrthoGraph - <https://www.orthograph.com>
 - Developing features in the OrthoGraph application for iOS and Android in Unity, Xcode, Cursor, Visual Studio, Visual Studio Code. Developing internal development supporting tool in Xcode. Developing a virtual tour app in Unity.
- Software Developer** *Jan 2014 - Jun 2017*
LumiSys Kft. and LumiNet Kft.
 - Developing 2D and 3D singleplayer and multiplayer games for iOS, Android, Windows
 - Phone in Unity, and for tvOS and watchOS in Xcode. Developing apps such as a form filling app for Android in Android Studio, and for Windows in Visual Studio.
- Software Developer** *Sep 2010 - Nov 2013*
Navigation-Info Kft.
 - Developing 2D and 3D single player games for iOS, Android, and macOS in Unity and Xcode. Developing apps such as a calendar app and a customer registry app for iOS.

SKILLS

Windows, MacOS	<div></div>
XML, JSON	<div></div>
iOS & Android Unity plugins	<div></div>
Git (Bitbucket and Source Tree)	<div></div>
C#	<div></div>
Java	<div></div>
Objective-C	<div></div>
Unity shader language	<div></div>
SQL	<div></div>
Swift, PHP, HTML, JavaScript, C++, C	<div></div>