

BERNÁT GÁBOR

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SUMMARY

Bernát (first name) Gábor (surname) is a young software engineer believer of the polyglot programming, currently working full time in Budapest at „Gravity – Rock solid recommendations” as software and integration engineer. Finished his master studies in 2013 with outstanding results in the domain of computer science.

Amassed throughout the years vast theoretical and practical knowledge base in areas such as software development, build systems, recommendation engines, operational tasks, customer communication, data science, CAD, computer vision, mobile robots, and so on. He is also a conscious self-driven learner and performer having written multiple technical articles in various domains of the IT.

Sample codes and reports from projects participated in may be found at <https://github.com/gaborbernat> and <http://primeranks.net/yeti/Work/Portofolio>.

EXPERIENCE

Gravity Research & Development
Software and integration engineer

*2011 September–on going
Budapest, Hungary*

The company provides hundred millions of recommendations on a Software-as-a-Service platform on a daily basis to clients such as rci.com, dailymotion.com, livejasmin.com, allegro.pl, edigital.hu and etcetera. Analyzing customer systems; planning, over viewing and doing the integration of them with the recommendation platform. Performing various AB tests and improvements after the integration to achieve optimal results, and maximize customer satisfaction. Continuously keep in touch with customers for fast and accurate feedback on current satisfaction and requirements.

Planning and implementing various internal systems to help with the integration flow and customer experience (bash shell & python scripts, PHP & JavaScript based reporting web page). Programming and maintaining a recommendation engine demo application (.NET & Silverlight). Transforming the old and hard to modify Ant build system to Gradle. Extending the core system with various new features. Participating in various conferences to keep up to date with industry trends. Taking part of the hiring process for new integration engineers, training them and functioning as mentor to them.

OpenCV (Open Source Computer Vision Library)
Technical writer and programmer (part of Google Summer of Code 2011)

*2011 May–August
Târgu Mureş, Romania*

Learned and used the reStructuredText documentation system to create various tutorials for the OpenCV library in both HTML and PDF output format. Helping to architect and create the system used for the documentation, as well co-supervising another person on the project. You can view the end result here: <http://docs.opencv.org/doc/tutorials/tutorials.html>.

Ziff Davis Enterprise – The DevShed Network
Technical writer

*2007 - 2010
HQ: Fort Lauderdale, USA*

Writing articles with technical content on various fields of IT including both introductory and advanced techniques for programmers, hardware component reviews and various internet/computer usage tips. All the articles are published in one of the 13+ technology websites of the company. I have multiple articles written about C/C++, coding styles, and so forth that are number one in the Google search and have a ~65,000+ unique views. You can obtain a full list of them at <http://primeranks.net/php/articles.php>.

Simon Fraser University
System architect and implementation

*January 2010 - April 2010
Vancouver, Canada*

Coded the image processing and acquisition algorithm (in C/C++ language) for a research whose ultimate goal is to develop robots that will play hockey on their own with artificial intelligence. Furthermore made the integration of the written code to the .NET environment and developed the user interface for it in C#. This was a team effort (of four) and successfully managed to get the system up and running with an acceptable error rate. The project was part of a student exchange program through what I attended for a semester classes at the Simon Fraser University in Vancouver, Canada. Gained foreign experience.

XData Consulting SRL – <http://cadelix.ro>
Junior Software Developer

October 2007 - Juny 2008
Târgu Mureş, Romania

Written a registry editor for internal usage (in C++) using the MFC library for user interface. Created the basic build up (basic geometrical classes, serialization system, interaction/transformation and drawing of geometrical objects in MFC) for CAD software developed by the company. Used the C++ template based loki library. Amassed working experience and techniques at a professional company.

EDUCATION

Budapest University of Technology and Economics, Hungary. *2011 September–2013 June*
Master's degree in Engineering Information Technologist.

Major in *applied informatics* (grade 4.57/5 – excelent). Thesis: „Analysis of data mining and recommendation services: open source solutions on a scalable framework”, <http://goo.gl/0FICGX>.

Sapientia – Hungarian University of Transylvania, Romania. *2007 September–2011 June*
Bachelor's degree in Computer Science (grade 9.70/10).

Thesis: „Regional segmentation of images with B-Spline level set models”, <http://goo.gl/fCigX6>.

TECHNICAL STRENGTHS

Computer languages	C/C++, C#, <i>Java</i> , Groovy, <i>Python</i> , Bash, JavaScript, CSS, HTML, R, LaTeX, reStructuredText, PHP
Protocols and apis	XML, JSON, REST, jQuery, Qt, SQLAlchemy, JsonRpc, ggplot
Databases	MySQL (Percona), basic of Cassandra, Hadoop (HBase), Redis
Tools	git, vim, tmux, Gradle, Arch Linux, Eclipse, Netbeans, IntelliJ IDEA, Visual Studio, RStudio, Maven, Gradle, IPython, Squirrel SQL Client, JIRA, Confluence