

PETER NAGYIDAI

SOFTWARE ENGINEER

ABOUT ME

I'm a software engineer with a strong interest in AR/VR technologies. I enjoy exploring new technologies to develop practical and scalable solutions. My work is driven by a passion for innovation and creating impactful user experiences.



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EXPERIENCE

Nov 2022 - Present

XR DEVELOPER

Damen Naval | www.damen.com

Engineered a Scalable Framework:

Developed a versatile framework designed to facilitate the creation of virtual trainings. This framework ensures scalability and standardization across various training modules.

Multiplatform Client Development:

Developed a multiplatform client for VR and desktop. This enables operation with our trainings across platforms.

3D Asset Pipeline Enhancement:

Partially worked on the 3D asset pipeline that automates the transfer from CAD to game engine-ready assets.

Support in Secure Environments:

Provided support to make it possible to have a viable development environment within secure and restricted setting.

Oct 2020 - Aug 2022 (2 years)

SENIOR SOFTWARE ENGINEER

360 World | <https://360.world>

Holospital | <https://holospital>

Holoindustry | <https://holoindustry.tech>

Augmented Reality Application Development:

Developed AR applications for HoloLens, Android, and iOS using Unity. Created proof of concept AR applications for client demonstrations, highlighting specific use cases. Developed internal tools to streamline development efforts.

Diverse Field Solutions:

Delivered AR solutions for industrial, medical, telecommunication, sports, education, and research sectors, demonstrating broad applicability and innovation.

Aug 2019 - Oct 2020 (1 year)

SOFTWARE ENGINEER

Diatron Medical Instruments | www.diatron.com

Hematology Device Software Lifecycle:

Participated in the development, testing, and documentation of high-level software for hematology devices. Engaged in the development phase of new devices, while also offering support and maintaining software for older models.

Feb 2018 - Apr 2019 (1 year)

C# Developer

Studio IN-EX Architects & Engineers | www.in-ex.hu

In-House Software Development:

Focused on the design, development, and testing of in-house software tools, enhancing internal processes and efficiency.

Autodesk Revit Add-In Creation:

Developed add-in functions for Autodesk Revit, automating tasks to boost engineers' performance and improve team communication and collaboration.

Feb 2016 - Feb 2018 (2 years)

JUNIOR INFRASTRUCTURE ENGINEER

LEGO Group | www.lego.com

Software Integration and Automation:

Implemented software integration and automation using PowerShell and VBS, enabling automatic deployment, patching of software, and application of custom settings.

SCCM System Maintenance:

Maintained the company's SCCM system, ensuring its optimal performance and reliability.

Feb 2015 - Feb 2016 (1 year)

IT STUDENT WORKER

LEGO Group | www.lego.com

Global IT Support Provision:

Provided IT support across the global organization, addressing a wide array of service requests and enhancing operational efficiency.

Service Request Automation:

Automated SAP tasks and other service request processes using C# and VBS, streamlining workflows and reducing manual effort.



SKILLS

C#	////////////////////
Java/Kotlin	////////////////////
JS/NodeJS	////////////////////
C/C++	////////////////////
Python	////////////////////
Unity	////////////////////
Blender	////////////////////