

Milán Kende Artner

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Software developer focused on systems programming and full-stack web development, mostly in Rust, and coding since 2019. Comfortable building performance-minded backends, from real-time multiplayer systems to game servers, and equally at home with conventional full-stack web applications.

TECHNICAL SKILLS

- Languages:** Rust, C++, Java, Kotlin, C#, Python, Go, TypeScript, JavaScript, SQL, Lua
- Frameworks:** Express.js, Vue.js, Askama, Go Templates, Tailwind CSS, WebSockets, EJS
- Web:** HTML, CSS, REST APIs, JSON
- Databases:** PostgreSQL, MySQL, MongoDB
- DevOps:** Docker, NGINX, Git, Linux, SSH, GitLab CI, VirtualBox
- Graphics:** OpenGL, WebGL, Macroquad
- Proficiency:** Hungarian (native), English (B2, Euroexam)

WORK EXPERIENCE

Software Engineering Intern - Erasmus+ International Traineeship Sept - Oct 2023
Aries Tech, Milan, Italy

- Performed automated and manual QA testing for an unannounced Unity title.
- Wrote C# test scripts to validate physics consistency across hardware.

PROJECTS

MOBA Game & Infrastructure (Rust, PostgreSQL, Docker, NGINX, Askama, Macroquad) Sept 2025 - May 2026

- Built an authoritative real-time MOBA game server in Rust with a 20 Hz tick loop that syncs match state to clients over a compact binary UDP protocol.
- Shared a single Rust crate for the game simulation (abilities, items, creep waves, turrets, and leveling) across both the server and the Macroquad desktop client.
- Built an Askama server-rendered web platform (news, accounts, player profiles, and leaderboards) on PostgreSQL with Argon2 password hashing and JWT auth.
- Added a Redis-backed matchmaking queue and deployed the stack behind NGINX load balancing across multiple app instances via Docker Compose.

Real-Time Multiplayer Poker (Express.js, TypeScript, MySQL, WebSockets) Jun - Sept 2023

- Engineered a real-time multiplayer Texas Hold'em engine over Socket.IO with server-authoritative game state.
- Built a MySQL-backed chip economy with atomic balance updates and parameterized, injection-safe queries.
- Built a responsive EJS and TypeScript frontend rendering live table state, betting, and card animations.

Animals Matchmaker (Go, MongoDB, Tailwind CSS) Dec 2024

- Built an installable, offline-capable PWA with a service worker (cache-first delivery) and web-app manifest.
- Server-rendered the discovery UI in Go with Gin's html/template over a lightweight Tailwind mobile-first frontend.
- Built for the 17th Karácsonyi Kupa (Győri SZC Bolyai János), where it was awarded 1st place.

AWARDS & COMPETITIONS

Skills Junior 2024 - Web Developer - 6th place Apr 2024
WorldSkills Hungary

- National competition placing 6th of 12 finalists, selected from ~480 participants.

EDUCATION

BSc in Computer Science (EQF Level 6) Sept 2026 - Jun 2029 (expected)
Eötvös Loránd University (ELTE), Faculty of Informatics, Budapest, Hungary

- Admitted with a 512-point entrance score, above the standard 500-point maximum.

Technician Diploma in Software Development & Testing (EQF Level 5) Sept 2021 - Jun 2026
Győri SZC Bolyai János Technical School, Mosonmagyaróvár, Hungary

- 5-year technical programme covering software development, networks, databases, Linux, and embedded systems; includes secondary school leaving certificate.
- Awarded Outstanding Student distinction for exceptional performance in vocational subjects and national-level competition results.
- Achieved 99% on the Vocational Examination.