

DAVID SZUHAI

Software engineer

About Me

After obtaining my degree, I continued to develop myself, focusing on game development, recently releasing Eger Castle TD. My greatest strength is logical thinking, thanks to my background in mathematics, furthermore I enjoy problem-solving and excel at it.

I love learning, I constantly read about various topics and strive to expand my knowledge, particularly in scientific and economic fields. My goal is to challenge myself in new areas, gaining experience and further enriching my knowledge.

Education

Bessenyei György High School, Kisvárdá (2014-18)
advanced mathematics

University of Debrecen (2018-23)
Computer Science BSc

Main Projects

Eger Castle TD (2025.05-2026)

My most recent game is a 2D tower-defense game set during the 1552 siege of Eger Castle. Throughout development I spent a lot of time researching to be able to present this important event as historically accurately as I can. It is available as a free game on itch.io.

World of Agriculture (2023)

My first published game, a 2D farming management game made with Unity. It was developed as part of my thesis and served as a great introduction to the world of game development.

davidszuhai.com (2024)

I created this website as an addition to my resume and as practice for web development.

Contact

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Debrecen / Budapest

szuhi.itch.io

davidszuhai.com

 [/szuhi27](https://github.com/szuhi27)

 [/in/davidszuhai](https://in.linkedin.com/in/davidszuhai)

 [/@szuhi-dev](https://www.youtube.com/@szuhi-dev)

Technology/ Software knowledge

detailed:

Godot, GDScript, Ms Office,
Krita, JSON, Agile,
Photoshop

intermediate:

Unity, C#, .NET, HTML,
CSS, Bootstrap, JavaScript,
SQL

basic:

ASP.NET Core (MVC),
Entity Framework Core,
PL/SQL, C++, Java, XML,
FXML, XAML, SAS, ABAP,
Tableau Dt., DaVinci Resolve

Language skills

English - fluent
Hungarian - native

About my projects in detail

Eger Castle TD (2025.05-2026)

My most recent, and my first proper game made with Godot. In this a 2D tower-defense game, you can play through one of the most famous sieges in Hungarian history. My goal was to present this important event with a high level of historical accuracy; the design of every unit is based on real sources from the time period, and all parts of the UI were made to represent 16th-century art. I used MuseScore Studio 4 to compose the music, which was based on a real 16th-century ballad by Sebestyén Tinódi.

tech.: Godot 4.4, GDScript, Krita

Bubble Quiz (2025)

I created this quiz game at the request of a teacher so that it could be used in their classes. It's a quiz where answer bubbles must be dragged to predefined locations on an image. This was my first try with the Godot engine and it proved to be good practice for my next project. The game is available on my website.

tech.: Godot 4.3, GDScript

World of Agriculture (2023)

My first published game, a 2D farming management game, it was available for free on Android. It was developed as part of my thesis and served as a great introduction to the world of game development. It taught me a lot about game design, creating and balancing systems and programming in general.

tech.: Unity, C#, .NET, JSON, GIMP

davidszuhai.com (2024)

I created this website as an addition to my resume and as practice for web development. I first developed it as an ASP.NET Core application, then later converted it to be published on GitHub Pages.

tech.: HTML, CSS, JavaScript, Bootstrap, ASP.NET Core (MVC)

Throughout university, whenever a task was given to make some kind of software, I always tried to make games. That's how I made a [Duck Hunt-inspired game](#); I also led a team project where we remade it. In another class, which was held by NI, I made [Battleship game](#), which received praise for its UI design, it was deemed creative.