Bc. Patrik Kondaš

https://pgkondas.github.io/

Email: p.g.kondas@gmail.com
LinkedIn: linkedin.com/in/patrik-kondas/

PROFILE

Software developer with solid experience in Unity, C#, .NET, and modern web technologies. Proven ability to develop interactive systems, maintain and extend large codebases, and build reliable tooling and backend services. Strong focus on architecture and practical problem solving. Interested in virtual reality and immersive technologies.

EXPERIENCE

- **Siemens Healthineers** — Košice, Slovakia
  Student Software Developer / Engineer — *Apr 2023 – Present*
  - Contributed to a Unity-based CT VR simulation project and improved supporting tooling.
  - Analyzed and resolved defects, rewrote legacy Batch scripts in C#, and worked on C# tooling including WPF components to improve reliability and maintainability.
  - Collaborated with cross-functional teams to deliver and optimize software solutions.

- **Growncode s.r.o.** — Košice, Slovakia
  Freelance Software Developer — *Nov 2024 – Sep 2025*
  - Built a Unity-based VR training platform for metal 3D printing for Biomedical Engineering *(Jul–Aug)*.
  - Designed and implemented a backend using Vercel, Supabase, and Node.js for BFC Catering *(Feb–Jun)*.
  - Rewrote and adapted existing UI components into React for IceWarp *(Nov–Jan)*.

- **Fpt Slovakia s.r.o.** — Košice, Slovakia
  Intern — *Apr 2019 – Apr 2019*
  - Developed a syslog server using a Raspberry Pi for network monitoring and logging capabilities.
  - Assisted in creating detailed technical specifications, contributing to the project documentation.

EDUCATION

- **Technical University of Košice** — Košice, Slovakia
  Master's Degree in Informatics — *2021 – 2026*

- **Secondary School for Electrical Engineering** — Košice, Slovakia
  Technical Lyceum, Specialization in Application Development — *2017 – 2021*

PROJECTS

- **Portfolio**: Link

Skills

- **Advanced:**
  - C#, .NET, WPF, Windows Forms
  - Unity Engine
  - JavaScript, HTML, CSS, Node.js
  - Git, CI/CD fundamentals
  - Software Architecture, Design Patterns
  - Figma, Krita
  - Blender

- **Languages:**
  - Slovak (Native), English (C1), German (A1)

- **Comfortable:**
  - PostgreSQL, MySQL
  - Azure DevOps
  - REST APIs, WebSockets
  - Testing (unit/integration)
  - Java, Python, Android Studio