Attila Héjjas

Software Developer

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Introduction

Seasoned PHP Backend Developer with 13 years of work experience, seeking to transition into an Unreal Engine Game Developer role, leveraging my knowledge in software development.

My Strongest Skills:
- Coding, adhering to SOLID principles for clean and maintainable code.
- Extensive experience using GIT for version control, ensuring collaborative and organized development workflows
- Developing web interfaces, from static builds to feature-rich Single Page Applications.
- Knowledge sharing: provided mentorship and guidance to at least four junior programmers, aiding in their professional development and successful entry into the software development field.

Operations: I have experience running PHP and Nginx applications on AWS (EC2 instances) using Docker, configured with database servers (AWS RDS) and cache (ElastiCache), along with email services (SES). Worked with CI/CD solutions (Jenkins, GitLab CI, Github actions)

Applied Technologies

Game development:

Unreal Engine, Blueprints, UE++, C++, using JetBrains Rider.
Blender, Low Poly Modeling

Web development:

PHP, MySQL, MariaDB, Redis, Symfony Framework, Doctrine ORM, Laravel, CakePHP, Git, Nginx, Postman, Docker, Docker Compose, Ubuntu Linux, AWS (EC2, SES, S3, Amplify, ElastiCache), CloudFlare, HTML, CSS, SCSS, Javascript, JQuery, using JetBrains PHPStorm and DataGrip

Experiences

Hover Tanks - Unreal Engine 5 Solo Prototype project C++
December 2023 - Present

https://attilah.itch.io/hover-tanks
https://github.com/hattila/hover-tanks

European Car Data House Zrt. - Senior PHP Developer

September 2020 - October 2023

In addition to continuous development of the flagship car management system (Carnotie), I had the opportunity to work on GPS tracking, payment and invoicing systems, internal CRM, and listing sites. I actively participated in the company's cloud migration to AWS.

Ingatlan.com Zrt. - Lead Developer

March 2017 - August 2020

As a lead developer, I became responsible for more and more sub systems, such as ad posting interfaces, the central payment and auth system, and invoicing. These areas were not only continuously maintained and developed by my team according to current business needs, but we were also able to serve as a good example for rewriting projects several times. My tasks also included the management of the individual development of my teammates.

Ingatlan.com Zrt. - PHP Developer

May 2016 - March 2017

I joined the rapid response bug-fixing team, which allowed me to quickly familiarize myself with large and complex systems. Afterward, I joined a dedicated product team, working with SCRUM.

Webtölcsér Kft. - Co-Founder

February 2013 - April 2016

I experienced the reality of Hungarian entrepreneurship. Our business, which started with two people, expanded to five during its peak, and in addition to continuous profitable project-based client work, we also developed our own products.

Prosec Kft. - PHP Developer

February 2013 - May 2015

I was responsible for the company's intranet system development.

COL Directinfo Kft. - PHP Developer

October 2010 - February 2013

My tasks included developing webshops and creating API connections with various invoice and CRM systems.