Sándor Zsuga

Personal details

Full name: Sándor Péter Zsuga

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Birth date: 27th October 1985

Employment

2015 -   Open source projects (alongside with my job)

- XMBurner runtime ALU tester for AVR Mega and XMega.
- Components for the Uzebox console, new emulator (CUzeBox, C language).

2009 -   Műszer Automatika Kft. 22. Komáromi street, Budaörs, 2040

Software engineer

- Continued the development of railway crossing equipment's control channel software, and kept maintaining it during my employment (8052).
- Designed equipment (primarily software) and methods for automated testing of the railway crossing and other projects (PIC18).
- Prepared functional requirements specifications, designed software architectures, and took part in the implementation of various other projects (AVR Mega, XMega, AVR32, minor experiences with MSP430 and ARM).
- Evaluated the results of various automated tests, logs, and other data sources with specifically built minor softwares (Linux, C language, over terminal).

Education

2004 - 2011   University of Miskolc, Faculty of Mechanical Engineering: Bachelor degree in Engineering Information Technology (Web technologies specialization) with Excellent qualification.

1996 - 2004   Bányai Júlia secondary school, Kecskemét: Graduation.

Languages

Hungarian (Native language)
English (Intermediate level)

Other skills / details

Architectures:	8051/52, PIC18, AVR8, AVR32, 6510, Z80, 8086/386.
Languages:	Assembly (on the architectures above), C (MISRA-2012), basic C++, basic Java, PL/M, Basic, minor experience with web languages (Client: XHTML, CSS, JavaScript, Server: PHP, SQL database).
Environments:	Intermediate Linux (Shell, GCC, rudimentary OpenOffice), DOS, basic (user-level) Windows (XP, Win7), AVR Studio.
Other:	Experience with safety related software and associated standards (railway). Good capabilities understanding and applying standards, specifications and software lifecycle models. Capability to apply object-oriented methods to the necessary extent in non object-oriented environments.
Interests:	Hiking and photographing nature, reading, game and demoscene related programming.