

## **About Me**

With nearly 20 years programming experience, I am passionate about understanding inner workings technology. I am driven by the challenge of optimizing systems to harness their full potential, and I am fascinated by the contrast between advancing hardware and often underutilized software in today's industry.

# **Contact**

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### **Education**

2011-2014

University of Szeged, Institute of Informatics **Computer Science** 

2007 - 2011

Kőrösy József Közgazdasági Szakközépiskola graduation certificate

# Farkas Dániel Software Developer

# **Experience**

#### CURRENT ROLE AT KIRÁLY FOGRÖNTGEN:

CBCT Operator and System Administrator at a dental imaging company, managing imaging systems, infrastructure, and network security. I have also contributed to various software projects that streamline operations and improve patient care. Details of these projects can be found on my personal website.

#### **E-COMMERCE WEBSITE PROJECT:**

Developing a ground-up e-commerce platform as a full-stack developer. Set to launch this year, this innovative solution is designed to deliver a seamless and user-friendly shopping experience.

#### PATIENT MANAGEMENT SYSTEM:

Created an online patient management system using a custom PHP MVCL framework, featuring functionalities such as appointment scheduling, invoicing, and image archiving. This solution provides a comprehensive tool for physicians and patients.

#### **ORTHODONTIC TREATMENT PLANNING PROGRAM:**

Developed a C-based orthodontic treatment tool that enables specialists to analyze X-rays and modify anatomical structures efficiently. This lightweight, standalone application requires no additional libraries or installation, making it easy to deploy and use.

#### 3D GAME ENGINE:

Created a custom 3D game engine in C++ to gain a deeper understanding of graphics rendering and game development. This project involved implementing core functionalities, such as window management, text rendering, image loading, file compression, and complex scene rendering.

#### PROGRAMMING LANGUAGE AND COMPILER:

Designed and implemented a custom programming language along with its compiler, demonstrating expertise in language theory and compiler design.