NICOLAS HORVÁTH

Software Developer | Test Automation Embedded Systems

CONTACT

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🏠 Údolní 40, 602 00, Brno-Veveří
🔗 Portfolio
🐙 github.com/Vecos
in LinkedIn

SKILLS

Programming

Python	●●●●○
C/C++	●●●●○
JavaScript/TypeScript	●●●●○
C#	●●●○○
Java	●●○○○

Tools & Frameworks

Git	●●●●○
SikuliX	●●●●○
Qt Framework	●●●○○
Android Development	●●●●○
HTML/CSS	●●●●○
Flutter	●●○○○

Hardware & CAD

Soldering, PCB rework	●●●●○
Embedded Systems	●●●●○
KiCad	●●●○○
Altium Designer	●●○○○

Systems

Linux	●●●●○
Windows	●●●●○

Other

Test Automation	●●●●○
CI/CD (basic)	●●○○○
Agile Methods	●●○○○

LANGUAGES

Slovak	Native
English	B2
Spanish	A2

CERTIFICATES

§21 vyhláška č.508/2009
Electrical engineer

</> DEVELOPMENT EXPERIENCE

📅 2024–2025
📍 AtomTrace a.s., Brno — **Software/Hardware Developer**
- Developed automated end-to-end tests using SikuliX for embedded instrumentation
- Implemented software features and bug fixes in the application codebase
- Designed and modified UI components and embedded system schemas
- Performed hardware assembly: soldering, cabling, PCB integration
- Debugged software-hardware integration issues across the full stack
- Validated communication between software, microcontrollers and hardware modules

Technologies: SikuliX, Python, C/C++, Qt, embedded systems, PCB work

📅 2019–2023
📍 NerxStudio — **Mobile & Software Developer**
- Co-founded NerxStudio mobile app development initiative
- Developed and published Android applications reaching **50,000+ combined downloads** on Google Play Store
- Game development using C# and Godot game engine

Technologies: C#, GDevelop, Git, Godot

🔧 TECHNICAL EXPERIENCE

📅 2024
📍 Konzoliště, Brno — **Repair Technician**
- Diagnosed and repaired gaming console controllers (PS4/PS5)
- Precision soldering and component-level troubleshooting

📅 2023
📍 SMS Infocomm, Brno — **Repair Technician**
- Repaired laptop motherboards using component-level diagnostics
- Performed diagnostic tests and quality documentation

🎓 EDUCATION

📅 2021 – 2025
📍 Brno University of Technology — **FEKT & FIT**
Coursework: Embedded systems, software development, C/C++, Python, algorithms, data structures, telecommunications

📅 2016 – 2020
📍 Soš Polytechnická, Zlaté Moravce — **Electrical Engineering**
Maturita exam

PROJECTS

Asteroid Game – 2D space shooter built with TypeScript and Phaser engine. Playable online with collision detection and scoring system.
asteroid-game.pages.dev
Tech: TypeScript, Phaser, HTML5 Canvas

Portfolio & Coding Projects – Collection of applications including roguelike game, Pong clone, icon creator and automation utilities.
nicolas-horvath.pages.dev
Tech: Godot, Python, TypeScript, C#

ABOUT ME

Software developer with practical experience in test automation, embedded systems, and hardware integration. I enjoy building tools that solve real problems, working across the software-hardware stack, and learning new technologies. My background combines programming skills with hands-on electronics experience.