

# Sándor Zsuga

## Personal details

Full name: Sándor Péter Zsuga  
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Birth date: 27<sup>th</sup> October 1985



## Employment

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

- Continued the development of railway crossing equipment's control channel software (8052).
- Took part in designing and executing test cases for the railway crossing equipment's supervisor channel software.
- 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 (AVR32, minor experiences with 8bit AVR's, ARM and CPLD/FPGA's).
- Evaluated the results of various automated tests, logs, and other data sources with specifically built minor softwares (Linux, C language, over console).

## 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, PIC, AVR32, 6510, Z80, 8086/386.
- Languages: Assembly (on the architectures above), C, C++, Java, basic VHDL, PL/M, Basic, Web languages (Client: XHTML, CSS, JavaScript, Server: PHP, SQL database).
- Environments: Intermediate Linux (Shell, GCC, GCC-AVR32, rudimentary OpenOffice), DOS, basic (user-level) Windows (XP, Win7), AVR Studio 5, a little experience with Xilinx ISE.
- 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 languages.
- Interests: Hiking and photographing nature, reading, game and demoscene related programming.