

BARNABÁS BÖRCsök

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EDUCATION

Technical University of Munich

Exchange Student - Department of Informatics 2021 -

Budapest University of Technology and Economics

B.S. Computer Engineering Sept. 2018 -

Teleki-Wattay School of Music and Arts

Guitar Faculty 2014 - 2020

Theater Faculty 2010 - 2014

EXPERIENCE

Budapest University of Technology and Economics

Teaching Assistant - System Modelling Spring 2020/21

Teaching Assistant - Programming 1 Fall 2020/21

Camp Kinder Ring (*Sleep-away camp in New York*)

Boy's side counsellor Summer 2019

Sziget Kulturális Menedzser Iroda Zrt.

Quality control, recording of tenders Summer 2016

Dating Central Europe Zrt.

Programming trainee Summer 2015

AWARDS

ChaosStack National Developer Team Competition 3rd place

In high school:

Hungarian National Secondary School Academic Competition in Informatics 13th place

Nemes Tihamér National Informatics Competition 20th place

Horváth Mihály National History Study Competition 1st place

LANGUAGES

English C1 advanced language exam

German B2 intermediate language exam

Hungarian native language

In high school I studied Latin and ancient Greek, although I am mostly familiar only with the cultural aspect of these languages.

SKILLS AND INTERESTS

Computer Graphics AI & Machine Learning
Mathematics Deep Learning
Animation Simulation Methods
Music Design & Art

LANGUAGES: C, C++, Python, L^AT_EX, HTML, JS, CSS

SOFTWARE TOOLS: Linux, Windows, Git, Microsoft Office Suite, Figma

PROJECTS

Computer Graphics Methods [C++, OpenGL]

Simulation of Curly Hair. Studied current simulation methods, then implemented a system using the Position Based Dynamics method. [Link to project summary.](#) ¹

Fluid and Cloth Simulation. Implemented a basic solution using the Smoothed-Particle Hydrodynamics and Position Based Dynamics methods. [Link to project summary.](#) ²

Image-based sports detection [Keras, OpenCV, Python]
We trained a neural network to identify the sport being played on any given image using a deep learning approach.

<https://github.com/bobarna/dl-sport-detection> [Project Summary.](#) ³

Interactive Voronoi Diagram [C++, SDL2]

A basic voronoi partitioner. <https://github.com/bobarna/voronoi>

OTHER HIGHLIGHTS

TUM.ai

Active Member Nov. 2021 -

Simonyi Károly College for Advanced Studies

Leader of Schönherz Design Studio Aug. 2020 - Aug. 2021

Active Member Oct. 2019 - Aug. 2020

Ultimate Frisbee

University Frisbee Team 2019 - 2021

Student Olimpiada 2nd place 2018

Face Team Acrobatic Sport Theater

Acrobat-juggler performer 2014 - 2019

Guitar Summer Camp – Teleki-Wattay School of Music and Arts

Child care, instructing 2018 Summer

¹<https://git.sch.bme.hu/bobarna/brave-2/-/raw/master/docs/documentation.pdf?inline=false>

²https://drive.google.com/file/d/1rRXzWor2MPJaM6d_Ut8wh6FBAxIRusR9/view?usp=sharing

³<https://raw.githubusercontent.com/bobarna/dl-sport-detection/master/documentation.pdf>