



Clio Orgyán

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SUMMARY

Innovative Software Engineer with 9 years of experience in full-stack development, specializing in React and TypeScript. Led the creation of a fully customizable website and CMS solution, enhancing client engagement and streamlining content management. Seeking to leverage extensive technical skills in a strategic technology leadership role to drive digital transformation initiatives and deliver scalable, impactful solutions with great social impact.

EXPERIENCE

Freelance Software Engineer (Senior/Lead) | Self-employed | February 2025 - Present

- Development of a fully customizable website and CMS solution: <https://szisziyoga.hu> (using Vite, React, TypeScript, SCSS, Zustand, Directus, Post-CSS, etc.).

Business Owner / CEO | Unravel Events | Budapest, Hungary | November 2023 - Present

- Founding and management of a new music event business in the Hungarian music industry.
- Handling bookings and logistics for upcoming events.
- Creating creative designs + video edits to promote upcoming events.
- Promoting events (creating flyers, handling social media marketing in-house/outsourcing based on the scale of the event).
- Development of a website (<https://unravel.hu>) + various back-office tools to assist with organizational workflows and promoting events (using Next.js, Turbopack, Tailwind, Nest.js, Prisma, Docker, Bash, Framer-Motion, etc.).

Senior Software Developer | ICF Tech Hungary | Budapest, Hungary (Hybrid) | November 2024 - February 2025

- Development of new components and maintenance of a UI library - used in multiple world-market leading live streaming products serving 200 million+ visitors daily (using React, React-JSS, Chromatic, Jest, Storybook.js, Webpack, Webpack Module Federation, etc.).
- Improved common CSS-in-JS utilities (used across most of the components).
- Improved visual testing capabilities by adding new shared utilities, reducing redundancy for 150+ tests.

Senior Software Engineer | Epam Systems | Budapest, Hungary (Remote) | May 2023 - October 2024

- Taking part in the architecture design & leading the development of a splash page solution from the front-end perspective - including creation of a back-office tool with CMS integration, development of a new micro-frontend artifact for the user-facing product, and adjustment of existing micro-frontend artifacts so the solution seamlessly integrates with the pre-existing login flow (using Stencil.js, React, TypeScript, etc.) - for a Swiss Investment Bank.

Software Engineer | Epam Systems | Budapest, Hungary (Remote) | June 2021 - May 2023

- Development and rewrite of back-office tools (from JSP to React & TypeScript) for a Swiss Investment Bank (additional technologies used: Jest, Redux, Redux-Toolkit, Redux-Thunk, Webpack, Webpack Module Federation, Babel, Post-CSS, Eslint, etc.).
- Development of new features and maintenance of micro-frontend artifacts of the user-facing product of a Swiss Investment Bank (using JavaScript, React, Stencil.js, D3.js, Redux-Saga, Zustand, Jest, etc.).
- Mentoring & onboarding new hires across multiple teams in an international environment, conducting 1-1 coding sessions and code reviews.

IT Development Assistant | Rural Credit Guarantee Foundation | Budapest, Hungary | October 2019 - April 2021

- Development of hundreds of Groovy-based server-side extension modules for both internal and user-facing tools.
- Development/scripting of dynamically generated documents (using Apache Freemarker).
- Coding MSSQL ETL procedures for reporting, data-warehouse transfers, and data anonymization.
- Development of various internal and external software solutions: for ex. a financial reporting application (using PHP + CakePHP), a small internal chat app (using JS, Node.js), and other offline batch processing solutions (using Python).
- Created a custom internal wiki solution by forking Wiki.js and added a few edits to suit the needs of the company (using JS, Vue.js, SCSS).

Freelance Game Developer | Self-employed | Remote | May 2017 - August 2017

- Development of a web-based pixel art minigame for a private person's order (using Unity, C#).

Game Developer | Craft Unio | Remote | April 2014 - June 2016

- Server-side plug-in development for one of the biggest Minecraft servers at that time in Hungary - serving 1000+ players concurrently most of the time (using Java, MySQL, BungeeCord + Spigot API).
- Development and design of a game launcher (using C#, .NET, Blend, XAML).

SKILLS

Programming languages: JavaScript, TypeScript, Python, PHP, Java, C, C#, Rust

Scripting/markup: HTML, CSS, SCSS, Bash

Frameworks:

- JS/TS: React, Angular, Vue.js, Next.js, Nest.js, Express, Fastify
- PHP: CakePHP, Laravel
- Java: Spring
- CSS: Tailwind CSS, Bootstrap, Bulma

State management tools/patterns: Redux, Observables, Redux-Toolkit, Redux-Saga, Zustand, Jotai, RxJS, Tanstack Query

Other libraries/tools: Stencil.js, D3, Shadcn UI, Chakra UI, React-JSS, Framer Motion, ESLint, Prettier, Directus, Prisma ORM, Apollo-Server (GraphQL), Redis Testing:

Jest, Chromatic, SonarQube, Smoke Testing, UAT

Build/deployment: Webpack, Vite, Rollup, Git, Docker

(Runtime) environments: Node.js, Browser (V8/SpiderMonkey/JSC), Linux (multiple Debian-based systems), Windows

Architecture/methodologies: CSS-in-JS, Microfrontends, REST, WebSockets, RPC, Functional Programming, Reactive Programming, Performance Optimization

Languages: Hungarian (native), English (fluent)

Other: Figma, Adobe Photoshop, Adobe Illustrator, Ableton Live

EDUCATION

Bachelor's, Computer Science / Computer Engineering / Software Design | Eötvös Loránd University

Budapest, Hungary | 2022

- Thesis: designed the architecture of and built a fully functional live chat application using TypeScript, Angular, Apollo-Server (GraphQL), Prisma, Node.js.