

Andrea Horvath

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WORK EXPERIENCE

Software Engineer

June 2023 – Present

MeetKai Inc.

- Developed and maintained interactive web experiences and internal tools using React, TypeScript, Next.js, and Babylon.js.
- Built and maintained BYD World's vehicle inspection platform, enabling interactive exploration of vehicle features through 3D models.
- Developed reusable systems for interactive learning applications and contributed to customer-facing and internal product development.
- Collaborated across engineering, product, and design teams to deliver features and improve development workflows.

Junior Engineer

October 2021 – June 2023

MeetKai Inc.

- Contributed to a web-based editor used to create and manage interactive experiences across multiple platforms.
- Implemented undo/redo functionality using a command-based architecture and expanded content management workflows.
- Integrated advertising platforms and supported feature development for existing web and immersive applications.

Laboratory Technician

September 2019 – August 2021

Santa Clara University

- Developed features for Unity-based research and training applications, including onboarding systems and dynamic content filtering tools.
- Provided technical support for software testing, demonstrations, and VR lab operations.

EDUCATION

Santa Clara University

June 2021

Bachelor of Science, Computer Engineering

SKILLS

Languages: TypeScript, JavaScript, C#, HTML, CSS

Technologies: React, Next.js, Tailwind CSS, Babylon.js, Unity

Frontend: Responsive Design, State Management, Component Architecture, UI/UX Collaboration, CMS Development, Performance Optimization, REST APIs

SELECTED PROJECTS

Portfolio Website

- Designed and developed a personal portfolio and blog site using Next.js and React.
- Built reusable UI components and responsive layouts for project and writing content.

Bitsy Games

- Built and multiple Bitsy-based game projects using TypeScript, creating custom features and engine extensions beyond the platform's default capabilities.