

# Nandor Devai

Design Engineer &  
Creative Technologist



[Budapest, Hungary](#)

[www.nandordevai.net](http://www.nandordevai.net)

[www.linkedin.com/in/nandordevai/](https://www.linkedin.com/in/nandordevai/)

Design Engineer & Creative Technologist bridging the intersection of data, narrative, and cultural experience. Specializing in interactive media and data visualization, I use creative coding to transform abstract datasets into immersive, accessible narratives.

## TECHNICAL SKILLS

- **Creative & Visual:** Three.js, D3.js, p5.js/Processing, Unity, TouchDesigner
- **Audio & Sound:** Tone.js, SuperCollider, Ableton Live, Sound Design
- **Languages & Core Tech:** Vue, JavaScript, TypeScript, CSS, HTML, Python, C#
- **Workflow & Deployment:** Git, Vite, Agile/Scrum, Rapid Prototyping

## APPROACH & METHODOLOGIES

- Narrative Design, Visual Communication, Interdisciplinary Collaboration, Critical Analysis, Multisensory Design

## SELECTED PROJECTS

### “Bindings” AR app for Petőfi Literary Museum | Unity, iPadOS

- Developed a custom AR companion application for a physical data installation, enabling users to uncover granular details of individual data points via iPad.
- Translated complex datasets into intuitive, legible AR visualizations, enhancing user engagement with the physical medium through interactive storytelling.

### HVG general elections data visualization | D3

- Collaborated with editorial and design teams to transform raw election data into a cohesive visual narrative for HVG.
- Developed custom D3 components under a high-pressure, time-critical deadline.

### Scientific Network Visualization | three.js

- Built a custom 3D visualization engine for a network scientist’s portfolio, utilizing Three.js to map complex data structures in three-dimensional space.

## PROFESSIONAL EXPERIENCE

---

### **Vizzu Inc. | Frontend Developer | 2023-2025**

- Developed a browser-based app enabling users to architect complex, animated data stories, focusing on the seamless transition between disparate data states.
- Collaborated with design teams to bridge the gap between static mockups and high-fidelity interactive components.

### **Moholy-Nagy University of Art and Design | Creative Technologist | 2020-2023**

- Developed iOS and WebXR applications, including a climate change data physicalization using 3D-printed models with AR overlays.
- Explored organic structure visualization and novel interaction patterns within Unity for the Roots VR project.
- Designed a WebXR "Augmented Botany" application to investigate the spatial relationship between physical flora and user interaction, featuring a generative audio environment that responded to user proximity.
- Worked on Follow Moholy, an interactive campus tour featuring localized minigames and interactive narrative elements.
- Prototyped a specialized web reader application focused on enhancing digital accessibility and focus for users with ADHD.

### **DashboardVision Inc. | Frontend Developer | 2018-2020**

- Built a web-based analysis dashboard, specializing in the integration of interactive data visualizations and complex state management for analytical workflows.

## Previous Experiences

Frontend Developer | Mito Europe | 2016-2017

Web Developer | Lensa Hungary | 2013-2016

Web Developer | Mito Europe | 2009-2013

## EDUCATION & TRAINING

---

**Milton Friedman University | Bachelor of Arts: Liberal Arts | Expected 2028**

**MOME Open Creative Code Course | 2017**

### **Languages**

- English: full professional proficiency
- Hungarian: native speaker