

Zoltan Vegh

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WORK EXPERIENCE

Annotation Analyst, Apple

01/2023 – Present

CORK, IRELAND

- Monitored key quality metrics, including annotation accuracy and time grading, to ensure data met project requirements.
- Performed analyses to identify speech and dialect patterns in Hungarian, distinguishing slang, regional variations, and edge-case utterances to enhance Siri's comprehension and transcription quality.
- Analysed and classified Siri activation events, identifying true triggers and flagging false positives to support model quality and minimise incorrect activations.
- Evaluated AI-generated code and user dictation, assessing correctness, relevance, and user intent to improve ranking systems and model decision-making.
- Logged and prioritized UI, localization, and annotation issues using Quip and Radar, including identifying a high-impact multiplayer bug in Game Center.
- Reported findings and recommendations to QA Localization teams, enabling targeted fixes and contributing to continuous model and UX improvements.
- Supported the discovery of new linguistic problem areas and contributed to the design of improved annotation guidelines and analytic workflows.
- Collaborated with cross-functional teams on ad hoc analyses and critical issues affecting the Hungarian and English language markets, ensuring consistent quality across releases.

Customer Assistant, Lidl

03/2022 – 12/2022

BALLINCOLLIG,
IRELAND

- Operated point-of-sale (POS) systems efficiently to process customer orders and payments in a high-volume environment.

Crew Member, McDonald's

10/2019 – 12/2021

INNSBRUCK, AUSTRIA

- Operated point-of-sale (POS) systems efficiently to process customer orders and payments in a high-volume environment.

Night Receptionist, Reindl's Partenkirchner Hof

09/2017 – 09/2019

GARMISCH-
PARTENKIRCHEN,
GERMANY

- Collaborated with housekeeping and restaurant departments to address guest needs such as dietary requirements and missing amenities, ensuring guest satisfaction.
- Resolved guest conflicts, providing personalised resolutions to ensure satisfaction.

EDUCATION AND TRAINING

Google Data Analytics Professional Certificate, Coursera

2023 – 2023

Gained hands-on experience in data analyst practices including data cleaning, analysis, and visualization using tools like spreadsheets, SQL, R programming, and Tableau. Developed skills to organize data, perform calculations, and present findings effectively through dashboards and presentations.

Cork, Ireland

Front End Web Development Bootcamp Certificate, Team Treehouse
Gained practical experience creating responsive websites and apps with HTML, CSS, and JavaScript in a project-focused bootcamp.

01/2020 – 01/2021
Innsbruck, Austria

120 Hour TEFL Teacher Certificate, Bridge Education Group
Completed a self-paced 120-hour TEFL course providing a strong foundation in English teaching methodology and lesson planning, recommended for undergraduate credits by the American Council on Education.

2020 – 2020
Austria, Austria

Hotel Industry Expert Certificate,
Staatliche Berufsschule Garmisch Partenkirchen
Completed a recognised three-year dual vocational training in the hospitality industry, combining theoretical knowledge and practical experience with a strong focus on conflict resolution and exceptional customer service.

2014 – 2017
Garmisch-Partenkirchen, Germany

Leaving Certification, MNAMK

2009 – 2014
Baja, Hungary

LANGUAGE SKILLS

Hungarian • **English** – C1 • **German** – B2

COMPETENCIES

Analytical thinking • Communication and collaboration • Conflict resolution •
Time management • Adaptability and flexibility • Attention to detail •
Eagerness to learn new fraud detection methodologies and security protocols

SKILLS

Swift • **C#** • **GDScript** (Python like language used in the Godot game engine) • **SQL** (beginner, eager to learn) • **Quip** • **Radar** • **Tableau** • **Git**

PROJECTS


Risen Wiki

A fan-made companion app for the game Risen based on the Risen Wiki website built in SwiftUI for iOS. RisenWiki helps players browse and search for information about creatures, locations, characters, and quests within the game world.

[GitHub Link](#) 


MacOS Menu Bar App

MenuBarApp is a lightweight, Swift-based macOS menu bar application built in SwiftUI that displays real-time system resource usage directly in your menu bar. It shows live updates for: CPU Usage, Memory (RAM) Usage, Available Disk Space (GB).

[GitHub Link](#) 

iOS Weather App

SwiftUI-based iOS weather app that uses CoreLocation and the OpenWeather API.

[GitHub Link](#) 

Deathtrap Dungeon in Unity

The video game adaptation of Ian Livingstone's single-player adventure gamebook using Unity and C#.
Project Demo [↗](#)

Zkyrim

A first-person wave defense game using Unity and C# where players defeat continuous waves of enemies.

Players have the opportunity to gather mushrooms, craft health potions, and upgrade armor classes for enhanced gameplay.

Screenshot

Project Demo [↗](#)

Knight Survivor

A Vampire Survivor inspired game made in Godot 4 with GDScript.

Demo Link [↗](#)