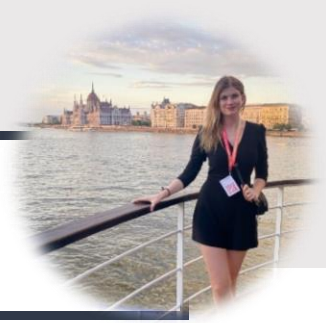


Patrícia Szabó



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Research area

Healthcare informatics, IT rehabilitation solutions, Android, Game Development, Virtual Reality, Mobile Development, 3D modeling

Education

2022 - 2025
PhD student
Doctoral School of Information
Science and Technology
University of Pannonia

2020 - 2022
**Computer Science Engineer
MSc**
Specialization in technical
healthcare applications
University of Pannonia

2015 - 2019
**Business Informatics
Engineer BSc**
Faculty of Information
Technology
University of Pannonia

Work experience

Researcher

2023 - currently •
Hungarian Research Network

Research Assistant

2023 - currently •
University of Pannonia, Faculty of Information Technology,
Veszprém •

Application Engineer

2022 •
Soloron 40 Zrt., Budapest •
Development and configuration of applications and services.
Project coordination tasks.
Docker and Podman containers creation.
Azure DevOps environment, pipeline, releases creation.
Server management (Linux: Red Hat, CentOS, Debian Ubuntu).
Contacting and providing on-site assistance to customers.

IT Engineer

2020 - 2022 •
thyssenkrupp Components Technology Hungary Kft., Budapest •
Development and configuration of applications and services. – Jira
Developing new softwars, applications (web development, scripts, plugin)
– PHP, Html&CSS, C#
Installation of boxed applications.
Application management tasks, ensuring service continuity.
Testing and debugging.
Troubleshooting.
Cooperation with the business analysts of the systems, key users and
external experts during the development, implementation and usage.
Version control, releases - Git
Service desk administration (incident, demand, change, problem
management)
System and access authorization administration.
Administration, documentation. – Confluence

HR Trainee

2017 - 2019 •

Trenkwalder Személyzeti Szolgáltató Kft., Veszprém•

Recruitment and selection.

Daily administrative works.

Helping in the contracting and to the employees.

Student works

2012 - 2017 •

Trenkwalder Személyzeti Szolgáltató Kft., Veszprém•

I have worked in many places as a student since the age of 16.

I have worked in multinational companies, shopping malls, and on the shore of Lake Balaton.

I thought that it was important to spend my time usefully and gain as much experience as possible.

Important publications

1. Szabó, P., Filotás, P., Sik-Lanyi, C., Zsebi, S., & Cserjési, R. (2024). Virtual reality implementation of the Corsi test and pilot study on acceptance. *Software Impacts*, 21, 100693. <https://doi.org/10.1016/j.simpa.2024.100693>, Impact Factor: 2.1
 2. Szabó, P., Ara, J., Halmosi, B., Sik-Lanyi, C., & Guzsvinecz, T. (2023). Technologies designed to assist individuals with cognitive impairments. *Sustainability*, 15(18), 13490. <https://doi.org/10.3390/su151813490>, Impact Factor: 3.9
 3. Szabó, P. (2023, Apr 12). How can we use VR to fight post-COVID syndrome? [Ep. 2]. Research Goes Live. YouTube. https://www.youtube.com/watch?v=_j427Z0SIMc
 4. Szabó, P. (2023). Virtual Reality based serious games for older adults [Conference presentation]. 6th International Conference on Aging & Technology Fair (eng)aging!, Prague, Czech Republic.
 5. Sik-Lanyi, C., & Szabó, P. (2023). Developing an Android-based game for children with blindness or low vision [Conference presentation]. Association for the Advancement of Assistive Technology in Europe, Paris, France. In: Book of Abstracts, 17th International Conference of the Association for the Advancement of Assistive Technology in Europe, AAATE 2023. pp 231-233.
 6. Szabó, P., & Sik-Lanyi, C. (2024, June 26-28). Immersive VR games for cognitive enhancement. In *womENCourage™ 2024: Responsible Computing for Gender Equality*. ACM Celebration of Women in Computing, Madrid, Spain.
 7. Szabó, P., & Sik-Lanyi, C. (2024, July 8-12). User-friendly serious game design for diabetic preschool children. In: *International Conference on Computers Helping People with Special Needs (ICCHP 24)*, JKU Linz, Austria. pp 65-69.
 8. Szabó, P., & Sik-Lanyi, C. (2024, Sept. 3-6). Design virtual reality games that instruct proper breathing techniques with dynamically changing virtual environment. In: *15th International Conference on Disability, Virtual Reality & Associated Technologies.*, Prague, Czech Republic. pp 1-2.
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