

Curriculum Vitae

Milan Toth
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Contact

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Education

1998 High school leaving certificate
1998 – 2001 Budapest University of Engineering, Computer Engineering

Skills

9 years of professional programming experience
18 years of hobby programming experience
Fluent english
Driving license

Languages

Java
Objective C
Actionscript 1,2,3
Adobe Server Side Actionscript
UML

Experience

TCP/UDP sockets
low level streaming
audio/video streaming (RTMP)
client-server application systems
physical modeling (rigid body dynamics)
3D graphics, programming
particle systems
game programming
user interface building

Employment

2001-2005 Developer, 2D, 3D Designer
2005-2007 Software Architect, Chief Developer, Jasmin Media Group Kft
2007-2008 Software Architect, Make.Tv Gmbh
2008-2009 Software Architect, TeleMedia Kft
2009 CEO, CTO, Milenia-Systems Kft

Hobbies

game programming, amateur acting, singing, guitar and music, martial arts

References

Milenia Grafter Server – The 64 Kbyte Flash Media Server

url : <http://milgra.com/projects/mileniagrafter08/index.html>

info :

I wasn't satisfied with Adobe's official Flash Media Server (expensive, big, unstable), so i've decided to reverse engineer the RTMP protocol, and write my own server. I reached a quite stable version by 2008, then a lot of thing changed in the protocol (Adobe added h264 support), and i didn't have the time to take them up, so i quit the project, and i started using WOWZA Media Server (also JAVA based).

technologies used :

Eclipse for IDE

JAVA NIO Sockets for high performance IO, needed non-blockig sockets

Advanced thread pooling

Wireshark for TCP dumping and reverse engineering

0xED for hexa editing

MAKE.TV – On-line interactive tv studio and broadcasting system

url : <http://make.tv>

info :

As the chief developer and software architect at make.tv, i had to design everything from the ground up including media server clusters, applications, communication server clusters and applications and the flash client also.

technologies used :

Milenia Grafter, Red5 for communication clusters

Flash Media Servers, Content Delivery Network Connections for media streaming

Adobe Flash technology for client applications

Eclipse – IDE for JAVA, Actionscript, XML editing

MySQL for state storage

Livejasmin – adult cam to cam live streaming

url : <http://www.livejasmin.com>

info :

When i started at livejasmin, their JAVA based media streaming system (Firecracker Video) reached its limits. I have to design and create a new clustered, high-performance system based on Adobe's Flash Media Server technology. After the first year, livejasmin became the most popular adult live cam site in the world with extreme visitor count and usage.

technologies used :

Eclipse – IDE for SSAS, Actionscript
Flash Media Servers
AMFPHP for database communication

For.Me – community based live streaming solutions

url : not online

info :

I wanted to create a community site based on three live streaming systems : a cam2cam system for chat, a multivideochat system for community videochatting, and a simplified tv studio for bloggers to create interactive live shows with multiple streams. Unfortunately, I didn't have enough money and resources to finish it.

Technologies used :

Wowza Media Server for streaming
Eclipse – IDE for JAVA, Actionscript
RTSP – for high quality h264 streams
MySQL for storage

Termite – a really unique and simplified real time action strategy for iPhone

url : <http://milgra.com/iphone/termite>

info :

I really wanted to create a game based on my "Object Orientation – Creating an Ant Swarm" article, and with the popularity of iPhone I've decided to make it as an iPhone application.

Technologies used :

xCode – IDE for Objective-C and iPhone compiling
Particle systems

Various games, experiments

url :

<http://milgra.com/projects/flexgames/>
<http://milgra.com/projects/flexperiments/>

Articles

Getting started with red5 media server

<http://www.actionscript.org/resources/articles/615/1/Getting-started-with-red5-server/Page1.html>

Streaming and database connection with red5 media server

<http://www.actionscript.org/resources/articles/617/1/Streaming-and-database-connection-with-red5-media-server/Page1.html>

Java tips and tricks

<http://www.milgra.com>

Low Level AS3 – Establishing an RTMP connection with socket and ByteArray

<http://www.actionscript.org/resources/articles/630/1/Low-level-AS3---Establishing-an-RTMP-connection-with-Socket-and-ByteArray/Page1.html>

Object Orientation – Creating an Ant Swarm

<http://www.actionscript.org/resources/articles/625/1/Object-Orientation--Creating-an-ant-swarm/Page1.html>

Advanced Inverse Kinematics

http://gotoandplay.it/_articles/2004/12/inverseKinematics.php

Projection Plane Based Real 3D

<http://milgra.com/?doc=Projection Plane Based Real 3D>

Vector intersection calculations

<http://www.actionscript.org/resources/articles/626/1/Vector-intersection-calculations/Page1.html>

Creating a Mandelbrot set

<http://www.actionscript.org/resources/articles/614/1/Creating-a-Mandelbrot-set/Page1.html>

Camera Motion Controlled Ball

<http://www.actionscript.org/resources/articles/613/1/Camera-motion-controlled-ball/Page1.html>