Neolix Studio

CURRICULUM VITAE

Ladislav Szép

Product owner who builds. Six years of product ownership at IBM and UNIQA, now writing software myself.

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neolix.studio
github.com/Neolix-Studio
LinkedIn
Slovakia · remote or hybrid

01.
Summary

Six years of product ownership at IBM and UNIQA, including taking an internal application global across EMEA, APAC and the Americas. I now write software myself: an internal ERP in daily use at Furbify, and game prototypes in Godot 4.

I am looking for a junior developer role or a senior product role where both halves count. Available two months from acceptance, remote or hybrid.

02.
Experience

At IBM I held several of the roles below at the same time, on the same application.

Purchase Specialist — furbify s.r.o.

MARCH 2026 — PRESENT · KOLÁROVO, SLOVAKIA

- Data-driven procurement of refurbished hardware and spare parts: bid pricing from market averages and historical margins, land-to-shelf cost modelling, and stock alignment with sales velocity.
- Built and run an internal tool for the purchasing and data teams: React and TypeScript front end, Supabase and Vercel functions, integrated with the company ERP and BigQuery. I specify, direct and review the implementation; development is AI-assisted.
- Documented and standardised the procurement process as flow charts used by the team.

Product Owner — UNIQA Group Service Center Slovakia

DECEMBER 2024 — NOVEMBER 2025 · NITRA, SLOVAKIA

- Product owner on a transformation programme for an internal corporate-insurance platform, responsible for the underwriting and motor modules.
- Built and prioritised the backlog, wrote features, enablers and user stories, and planned across PIs with other product owners.
- Worked across cross-functional teams and with business users to turn needs into deliverable work.

Chief Product Owner — IBM International Services Centre

NOVEMBER 2022 — MAY 2024 · BRATISLAVA, SLOVAKIA · HELD ALONGSIDE THE ROLES BELOW

- Owned an internal invoice correction and approval application used across IBM.
- Ran discovery to find applications elsewhere in IBM doing the same job, and brought their users onto our platform region by region — EMEA first, then APAC, then the Americas — until it became the global tool for the process.
- Negotiated change requests with stakeholders, prioritised the backlog, and led showcases and scrum practice in the team.

Lead Technical Business Analyst — IBM International Services Centre

DECEMBER 2021 — MAY 2024 · BRATISLAVA, SLOVAKIA · HELD ALONGSIDE THE ROLES BELOW

- Led the analysis work for the application and mentored other business analysts.
- Ran onboarding and training for new analysts and for end users.

Technical Owner — IBM International Services Centre

APRIL 2020 — MAY 2024 · BRATISLAVA, SLOVAKIA · HELD ALONGSIDE THE ANALYST AND PRODUCT ROLES

- Kept the application's documentation, access management and compliance current, and acted as its primary contact.
- Hands-on technical work alongside the administrative role: reading logs, SQL queries and web-related changes, with end-to-end knowledge of the application.

Technical Business Analyst — IBM International Services Centre

APRIL 2020 — DECEMBER 2021 · BRATISLAVA, SLOVAKIA

- Analysed business processes and systems with finance reporting and IT teams, and turned findings into requirements and initiatives to improve importing and reduce cost.

Mac@IBM Advisor — IBM International Services Centre

AUGUST 2018 — MARCH 2020 · BRATISLAVA, SLOVAKIA

- Tier 1/2 support for IBM's global workforce on macOS, iOS and internal tooling, including network and VPN troubleshooting.
- Consistently in the top 3% of the Slovak support team by customer satisfaction (90% CSAT).

Customer Care Agent — AT&T Global Network Services Slovakia

MAY 2017 — AUGUST 2018 · BRATISLAVA, SLOVAKIA

- 50+ technical and billing enquiries a day for IPTV, internet and voice services, resolving hardware and software faults and reducing unnecessary technician dispatches.
- Taught myself Python in my own time during this role, starting with small tools.

03.

Own projects

- **The Other Risen** — third-person voxel action RPG in Godot 4.7, my current flagship: hub, dungeons, loot, crafting and a permanent buildable world. Design, scope, issues and play testing are mine, implementation is AI-assisted. Private repository.
- **Lexipaws** — English-learning web app for Hungarian speakers: React 19, TypeScript and Vite over a PHP and MariaDB back end, curriculum authored as JSON. Alpha, Hungarian beta in preparation. GitHub
- **LexipawsPY** — free browser-based Python course: real CPython runs the learner's code and hidden tests decide whether it passes. FastAPI, Jinja, encrypted content packs, Docker. Live. py.lexipaws.eu
- **Riftwrought** — offline-first isometric action RPG in Godot 4, on hold since The Other Risen replaced it. Case study · GitHub
- **Roguelite Prototype** — 3D greybox in Godot 4: waves, skill choice and run-time upgrades. GitHub
- **Farm Valley Prototype** — 2D farming prototype in Godot 4; paused. GitHub
- **neolix.studio** — this site: hand-written HTML and CSS, no framework, deployed automatically from GitHub Actions.

04.

Skills

An honest picture of where I am, in more detail on the portfolio.

- **Product:** product ownership, backlog and prioritisation, discovery, requirements and acceptance criteria, stakeholder management, agile delivery, Jira (ten years).
- **I work in these myself:** HTML and CSS, Godot 4 and GDScript, Git and GitHub, Excel and data analysis.
- **Still learning:** Python, TypeScript and React, SQL (rusty), Docker.

05.

Education & languages

- **Secondary School of Hotel Services and Business**, Nové Zámky — 2009–2014
- **Advanced English certificate (C1)**, International English Test — 2025
- **Lektor** (teaching qualification), TM Consulting — 2025
- **Languages:** Slovak (native), English (C1), Hungarian (B2)