

Dávid Moniš

Computer science student · AI, robotics and game development

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About me

I study computer science at the Faculty of Mathematics, Physics and Informatics, Comenius University in Bratislava (3rd year). In my bachelor's thesis I'm teaching a Unitree G1 humanoid robot to walk by text instructions using a VLA model. In my year project I built and trained an AI agent for the Kaggle Hungry Geese competition from scratch. Games in Unity and Unreal Engine got me into programming, and I've done an internship at a game studio. Alongside university I work in IT at Orange Slovensko, and in my free time I build web apps from the first idea all the way to deployment.

Projects

G1

TalkToWalk

Bachelor's thesis, Comenius University · 2026 – 2027

Navigation of a Unitree G1 humanoid robot by text instructions. The robot looks around with its camera and finds the way on its own. I'm fine-tuning the NVIDIA GR00T N1 VLA model for it, first in Isaac Sim, then on the real robot.

Unitree G1 · GR00T N1 · Isaac Sim · ROS 2 · PyTorch

davidmonis.github.io/talk-to-walk

AI

PyTorch Game Agent

Year project, Comenius University · 2025 – 2026

An AI agent for Hungry Geese from the Kaggle competition: my own simulator, a convolutional network with 1.29 M parameters, MCTS tree search and self-play. 65.7 h of training, over 12,600 lines of code and tests, and a benchmark against the solution that won gold in the competition.

PyTorch · CNN · MCTS · Self-play · Kaggle

davidmonis.github.io/RocnikovyProjekt

SD

Save Daughter

Unity game · 2024

A 3D action RPG with five levels, melee and bow combat, saving and a boss fight. I built the foundation following a GameDev.tv course; the levels and the story are my own. The game is free to download for Windows.

Unity · C# · NavMesh · Save system

david-monis.com/en/#save-daughter

Work experience

2021	2022	2023	2024	2025	2026
sales at Orange, construction help	cleaning, construction help	cleaning, construction help	Wolt courier, construction help	game studio internship, IT at Orange	IT at Orange

I have worked alongside school every year since 2021.

Skills

PROGRAMMING

Python · Java · C# · C/C++ · SQL

AI AND ROBOTICS

PyTorch · NumPy · CUDA · Isaac Sim

GAMES

Unity · Unreal Engine 5

WEB

HTML · CSS

TOOLS

Git and GitHub · Linux / WSL · Claude Code for web apps

Languages

Slovak – native

English – B2 (school-leaving exam)

Strengths

I see things through
I took a game, an AI agent and several web apps all the way to release.

I can lead people
In DOMKA I led camps and co-organised town events in Sásová.

I handle work alongside school
I have worked alongside my studies every year since 2021.

I teach myself
While still at secondary school I completed 101 hours of C# and Unity courses.

Volunteering

DOMKA – Salesian youth association
2019 – present

Web administrator of sbb.sk since 2020

Leader of camps and youth groups

Co-organiser of town events in Sásová

IT data migration coordinator (part-time)
Nov 2025 – present

Orange Slovensko

- I move company data from file servers to SharePoint using the SharePoint Migration Tool (SPMT).
- So far I have cleaned up and migrated more than 6 TB of data.

Game developer intern
Jun – Aug 2025

Incidental Minds

- Development of a story-driven adventure game in Unreal Engine 5.
- I worked on the aiming system, which we eventually implemented in the game.

Other part-time jobs alongside school
2021 – 2025

- Courier, Wolt Slovakia (May – Oct 2024)
- Construction help during holidays and weekends (2021 – 2025)
- Cleaning, OZ Svetielko nádeje (Oct 2022 – May 2023)
- Product sales, Orange Slovensko (Dec 2021)

Education

Computer Science (BSc), 3rd year
Sep 2024 – 2027

Faculty of Mathematics, Physics and Informatics, Comenius University Bratislava

- Bachelor's thesis: navigation of a Unitree G1 humanoid robot by text instructions (due in spring 2027)

Secondary grammar school
2020 – 2024

Katolícke gymnázium Štefana Moysesa, Banská Bystrica

Primary art school
2013 – 2021

Krupina / Banská Bystrica

- Piano and music theory

Courses and certificates

RISE: Design for an Emergent Future
Dec 2023

Council of Europe, DBYN

- One-week course on human rights in Strasbourg

The Ultimate Guide to Game Development with Unity
Oct 2023 · 36.5 h

Unity Technologies, Udemy

Verify certificate

RPG Core Combat Creator: Intermediate Unity C#
Jul 2023 · 27.5 h

GameDev.tv, Udemy

Verify certificate

Complete C# Masterclass
Mar 2023 · 37 h

Denis Panjuta, Udemy

Verify certificate