

Marcus Cazzola

I am an ambitious person who loves to have projects running. I am a former elite team gymnast who has competed at national competitions. My main areas of interest are programming, virtual reality and AI.

EDUCATION

The Game Assembly, Stockholm — Higher vocational education, Game programming

I learned making custom game engines in C++. During the education, we had 8 group projects with around 15 people per project. During the projects, I learned Cross-disciplinary communication, scrum and time management.

SEPTEMBER 2021 - PRESENT

Stockholm Science and Innovation School, Stockholm — Upper secondary school, *Technology program*

AUGUST 2017 - JUNE 2021

PERSONAL PROJECTS

VR Level Editor with OpenAI voice commands — *A VR program where the user can create a level with his hands and voice.*

VR Beat Saber Remake — *A VR game where the player hits cubes at the beat of the music.*

Using Artificial Intelligence to trade assets — *A program was created to trade stocks, currencies and cryptocurrencies to earn money automatically.*

Using Artificial Intelligence to create a bike frame — Fusion 360's Generative design model was used to create the optimal bike frame.

Creating a PCB for a custom mini keyboard — KiCAD was used to design the PCB.

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[Portfolio website](#)

SKILLS

C++

C#

Unity game engine

Perforce

Python

Git

Scrum

AWARDS

TGA, Princess Game Jam (2022), “Best graphics”

SSIS, Togethernet Hackathon (2020), “Best solution and prototype”

Cisco Systems, IT quiz (2019), “First prize”

TATA, TCS' goIT Student Technology Program (2018), “Best presentation”

LANGUAGES

Swedish - Native

English - Fluent