

# Marcus Cazzola Helms

I'm a C++ and C# programmer. I'm extra interested in Artificial Intelligence, Virtual Reality, performance optimization and graphics programming. I'm motivated, ambitious and I enjoy creating software together with other people.



## EXPERIENCE

### The GD Studio, Stockholm — Software Engineer

AUGUST 2023 - MAY 2025

Working on the in-house game engine, which was used in the recently released game Diabolical Rogue. I mainly worked on the level editor, graphics rendering, conversion from DirectX11 to DirectX12, bug fixing and performance optimizations.

## EDUCATION

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

SEPTEMBER 2021 - APRIL 2024

During my education I learned how to make game engines in C++. We both had individual tasks and group projects with around 15 people per project. During the projects I learned scrum and time management.

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

AUGUST 2017 - JUNE 2021

I started to learn programming during this education. After school I often used the school's Virtual Reality headsets creating my own games in Unity. I also learned how to use CAD software where I for example created my own phone case, microphone stand and "studentmössa" on the school's 3D printers.

## PERSONAL PROJECTS

**VR Level Editor with OpenAI voice commands** — *A VR program where the user can create and manipulate objects using 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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[LinkedIn](#)

[Portfolio website](#)

[My Youtube channel with programming tutorials](#)

## SKILLS

C++

C#

DirectX 12

DirectX 11

HLSL

Python

Arduino microcontroller

Fusion 360 CAD

KiCad EDA

Unity game engine

Unreal game engine

StereoKit VR game engine

OpenAI API

Pine Script

## TOOLS

Perforce

Git

Scrum

Visual Studio 2022

GitHub Copilot

## AWARDS

**TGA, Princess Game Jam (2022)**, "Best graphics"

**SSIS, Togethernet Hackathon (2020)**, "Best solution and prototype"

**TATA, TCS' goIT Student Technology Program (2018)**, "Best presentation"

## LANGUAGES

Swedish - Native

English - Fluent