Marcus Cazzola

My primary interest is programming, with a particular focus on performance optimisation and graphics programming. I am passionate about technologies like Virtual Reality and Artificial Intelligence, which have been central to some of my most rewarding projects. Additionally, I bring the discipline and resilience of a former elite gymnast, having competed at national-level events.

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LinkedIn
Portfolio website

EXPERIENCE

The GD Studio, Stockholm — Software Engineer

AUGUST 2023 - PRESENT

Working on the in-house game engine Glitch which was used in the recently released game Diabotical Rogue. I mainly worked on the level editor, graphics rendering, DirectX12 port from DirectX11, bug fixing and performance optimisations.

EDUCATION

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

SEPTEMBER 2021 - APRIL 2024

I learned to make 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.

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

AUGUST 2017 - JUNE 2021

I was first introduced to programming with C#, igniting my passion for coding. After school, I frequently experimented with the school's Virtual Reality (VR) headsets, creating my own prototypes in Unity. In addition, the school's 3D printers motivated me to learn how to use CAD software, such as Fusion 360.

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.

SKILLS

C++

DirectX 12

DirectX 11

HLSL

C#

Python

Arduino microcontroller

Fusion 360 CAD

KiCad EDA

Unity 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