

Marcus Cazzola

Marcus is an ambitious person who loves to have projects running. He has been an elite team gymnast who has competed at national competitions. Marcus is detail-oriented, whose main interests are programming and virtual reality.

EDUCATION

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

SEPTEMBER 2021 - JANUARI 2024

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

AUGUST 2017 - JUNE 2021

GROUP PROJECTS

8 Group Game projects — Around 15 person project at the Game Assembly. During the project, I learned Cross-disciplinary communication, Scrum and Time management

PERSONAL PROJECTS

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

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

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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SKILLS

C++

C#

Unity game engine

Perforce

Python

Git

AWARDS

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

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

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

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

LANGUAGES

Swedish - Native

English - Very good

