***Markus Linnanen***

Birthday: 3.10.2004  
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 GitHub & Itch.io

**Studies**

***Stadin Aikuis ja Ammattiopisto Media-alan ja kuvallisen ilmaisun perustutkinto*** 2020-  
Media / Game Development

**Work Experience**

Office Job at Caruna as TET, 2019

**Game Project Experience / Production Experience**

***Undead Monkey Pirate***, 2021  
Programmer in 2D Game (working link to Google Play, or to web portfolio)

***Reptile Revenge,***  2021   
3D Gameplay Programmer (working link to itch.io, or to web portfolio)

***Game Jam game,*** 2022  
3D Game with (working link to itch.io, or to web portfolio)

***Loru Games game,***  2022   
3D Gameplay/Misc Programmer (working link to itch.io, or to web portfolio)

**Skills**

**Languages**

Great English, Fluent Finnish, Poor Swedish

Expert   
Team Fortress 2 Sniper

Intermediate   
C++, Unity, Vulkan API

Beginner   
Photo and Video Editing, C, Graphics Programming & Software, HTML, CPP

**Game Badges**

Bronze level: Graphics Programming, Game Engines, Coding, Physics & Maths, Data Structures, Game Economy Design, Engine Programming

Silver level: Optimization

**Positions of Trust**

Finnish, School Class’ Responsible for Tech Support

**Hobbies/Interests**

Playing Bass

Graphics Programming

Retro graphics and Video Game technology

Common Exercise / Going to the Gym

<http://www.amistech.com/msc/>

<http://www.grimrock.net/>

<https://actionsquadstudios.com/>

<https://www.grxfamily.com/grx-game-studio>

<https://www.heavyweightrex.com/games>