MÁRK TICZER

Software Developer

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💻 roxarex.github.io

EDUCATION

Basic Degree in Information and Communication Tehnology
Tampere Vocational College Tredu
2022 - 2025

Primary school
Tesoma School
2016 - 2022

SKILLS

Unity	Github
C#	PHP
Blender	MySQL
HTML	JavaScript
CSS	TypeScript
Python	React
Java	Vite
WordPress	AWS
SQF	VBS4

LANGUAGES

- Hungarian
- English
- Finnish

REFERENCES

Antti Martikainen
Virutal Dawn / CEO

Phone: +358 40 3075232
Email : antti.martikainen88@gmail.com

Tiina Partanen
Tredu Vocational College / Teacher

Email : partanen.tiina.s@gmail.com

PROFILE

Hey I'm Márk Ticzer 20 year old, I play videogames and mostly program videogames or websites.
In the last year of primary school we had python programming and I have gotten a scholarship for being the best python programmer in the whole school but since then I have learned many new things and many new languages related to programming. For example I learned to use Unity with VR and made a new VR-project for my school called TreduCare.
 I know how to model and I was one of the modellers in the VR-project TreduCare. I have tried some Unreal Engine as well but didn't really like the way its used with its blueprints so I'm not the best with it. I have also used servers for Web Development and know basics about domains, how to set up your own server and how to modify files seen/used by the server with .htaccess. I have used multiple operating systems, for example:
Win XP, 7, 8.1, 10, 11, Multiple Linux distros.

WORK EXPERIENCE

Military Service - Virtual training assistant   August 2025 - March 2026

System Administrator / Game Developer

- During my military service after rookie season i managed to get into VKY (VirtuaaliKoulutusYmpäristö) as a Virtual training assistant (VirtuaaliKoulutusTukiHenkilö), where i could continue adding content to their simulator (VBS4), be a system administrator, make programs/scripts to speed up development time and help develop the VR simulator as well.

Virtual Dawn - Internship   Feb 2025 - April 2025

3D modeler | Game Developer

- Working with the development team to create a tile based world generator
- Work on various SDK related tasks including an isometric player controller and AI based conversation npcs.
- Modeled various environments and tested out Generative AI for texturing the models

CADMANDATA Oy - Intern to part time   Oct 2023 - May 2024

IT Support | Web/Software Development

- Manage website design, content, and website responsiveness. Add new products into their web shop, do customer service in person or on the web, make custom functions to their websites to help with boring repetitive tasks.
- Handled their AWS backend for either updating a website or managing a database.
- I've also send a lot of packages out that people ordered from their web shop. These were used the most during any development: AWS - WordPress - Grav - Linux
- And with these languages: HTML - CSS - JavaScript - Python - Shell scripting