

# Mark Furman

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## Profile

I like programming in general but I prefer doing more graphical stuff.

My career is leaning toward simulation and visualization but I've never stopped learning about game development in general.

## Skills

**C++, C#, Unity,**  
**General programming** (*SOLID, OOP,*  
*Networking, Git, Patterns*)

## Education

**Bachelor Digital Arts And Entertainment,**  
*Howest*

2013 – 2017 | Kortrijk, Belgium

## Projects

### Hyper casual games

Stack the cups! - Apps on Google Play [↗](#)

Word bowl - Android Apps on Google Play [↗](#)

### Misc - Hobby

Greeble modifier as geometry shader in hlsl [↗](#)

## Professional Experience

### Simulator Developer,

*Innopolis University - Ozon*

2020 – present

Worked in a team dedicated to developing a simulator for self-driving needs. Mainly spent my time with traffic simulation and also developed tools for scenario creation and support for OpenScenario format.

Stack: Unity, C#, Python

### Developer, *Ralient*

2018 – 2019 | Saint-Petersburg

Ralient was a small self-driving startup. I was responsible for developing a simulator for testing motion and planning algorithms and NN data collection and training. I used an open-source Carla simulator based on Unreal Engine and tweaked it to our needs. I also created a scenario creation framework. I developed in-house visualization tools using opengl, to help visualize and debug self-driving algorithms.

Stack: C++, Opengl, Unreal Engine.

### Internship, *Bump*

2017 – 2018 | Antwerp, Belgium

Worked with cutting edge technologies (ar, projection mapping, weight sensors, leap motion) to create immersive high tech "escape rooms". In a team of 3 people we delivered several prototypes.