Marcus Persson

Game Programmer

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EXPERIENCE

Lidl Sverige, Östermalm/Haninge — *Store Manager*

October 2021 – March 2025

At Lidl Sverige, I was tending to the stores' daily needs, always prioritizing the customers' contentment. Whilst working to fulfill my manager's expectations, I studied a fullstack education within .Net.

Kodcentrum, Kista — *Volunteer*

November 2024 - August 2025

With a focus on simpler console applications, I was tutoring both physical and digital lessons within code for children with the use of Python and Scratch games for the kids to learn digitally.

Gröna Lund, Djurgården — *Shift Leader*

August 2021 - December 2021

I was working at Gröna Lund from Halloween to Christmas as a shift leader, taking responsibility for my team in the kitchen and overall ensuring every shift went successfully for everybody.

Education:

Lexicon IT Professionals, Liljeholmen — *C#/.Net - Intensive Training*

September 2023 - January 2024

- C# .NET Fundamentals
- Frontend(HTML, CSS, JavaScript, Bootstrap 5)
- Database(SQL, database modeling, Entity Framework Core, NoSQL)
- Testing(TDD,XUNIT, Moq)
- ASP .NET Core
- Fullstack Project work(Blazor WASM, ASP .NET Core web API, SCRUM project methodology, etc.)
- Microsoft Azure(Web App, CI/CD with Azure DevOps, CosmoBD, Azure SQL Database)

Skills

- **Persistence**
- **Adaptability**
- **Attention to Detail**
- **Patience**
- **Reliability**
- **Customer Service Experience**
- **Gameplay Programming**
- **C# (Unity) / C++ (Unreal Engine)**
- Scripting
- **Shader Basics**
- **Agile / Scrum Workflow**

InfoKomp, Komvux — *Programming 1 C++*

June 2022 - September 2022

In this course, I got to learn about the fundamental blocks within C++, including variables, git, loops, if-statements, the C++ standard library, definitions, functions and memory management.

Projects

[SteamWrecked]() - School project using Unreal Engine

SteamWrecked was a school group project made primarily with Unreal Engine 5.2. My role in the game project was being a C++ programmer, taking care of bugs and programming the wandering drones' AI systems, as well as making some helper libraries in C++ to aid me in making mathematical equations in blueprints.
We won the Swedish Game Awards in the category [New Talent - Gamer's Choice]().

[SubOptimal]() — School Project In Unreal Engine

Using Unreal Engine 5.5, we made the school group project SubOptimal, a Co-op game with Advanced Sessions. My main role was handling functionality of the in-game submarine and making sure Multiplayer worked with Epic's Subsystem for connecting users.

[PaperEngine]() — Open Source 2D *Game Engine*

During my specialization course in school I was tasked with making a 2D Game Engine from Scratch using open source libraries such as OpenGL, GLM, ENTT, SDL, ImGui and a few others.
The goal with the engine was to make it user friendly and easy to get into and de

[BitFireEngine]() — Open Source *GameEngine*

Ett storskaligt projekt som jag nyligen blivit inbjuden att arbeta vidare på och börjat arbeta inom som byggs upp av C och C++.
Vi vill fullt ut kunna använda moderna framsteg inom operativsystem, men också göra det möjligt att använda även i begränsade system som inbyggda eller äldre system.

- **Playtesting & User Feedback Implementation**

Awards

Swedish Game Award Winner 2025: Won in the title of New Talent, Gamers' Choice as [SteamWrecked]().

.[Net Diploma]()

Language

Swedish- Native

English - Upper Intermediate

Social Links:
[Github]()
[LinkedIn]()
[Youtube]()

Smaller Projects:

PxEngine