



Bc. Martin Dorazil  
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travisdoor.github.io

**Address**  
Ostrava, Czech Republic

# Martin Dorazil

## Software Engineer

**About Me** I'm C/C++/C# programmer and musician, currently working for Craneballs company as C# developer working on Virtual Forest data visualisation in Unity Engine. I'm creator of the Sandy Engine - procedural planet generator written in C++ and used in Planet Nomads sandbox game. I'm also interested in game engines, lower level modules used for game development and programming language design. I enjoy programming in general, it's my hobby as well as music and guitar playing.

## Education

**2009 - 2013, Technical University of Ostrava**

B.Sc. in Computer Science

## Experience

**2018 - present, Unity Developer - Virtual Forest, Craneballs**

- Forest data visualisation for StoraEnso company.
- Unity/C#/JSON/JavaScript

**2017 - 2018, Unity Tool Developer, Craneballs**

- Creation of shared packages used across multiple projects.
- Unity/C#

**2016 - present, C/C++ Developer, My own project**

- Biscuit programming language
- LLVM API
- Programming language internal structure
- Hand-made language compiler and interpreter
- <https://travisdoor.github.io/bl>
- C

**2015 - 2017, Core Developer, Craneballs**

- Native plugins for Unity Engine
- Procedural terrain generation
- Memory management
- Procedural generation of game environment in realtime
- Unity/C++/C#

**2013 - 2015, Android Developer, Craneballs**

- Services implementation
- Game porting from iOS to Android
- Debugging
- Java/C++



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## Skills

### Programming

- C +10 years
- C++ +10 years
- bash
- C# 5 years
- Java 2 years
- GLSL

### Software & Tools

- Unity 5 years
- Linux
- Vim/Emacs
- MacOS
- OpenGL
- Android

### Audio & Music Production

- Mixing and audio editing
- Mastering
- Logic Pro/Pro Tools/Cubase

## Languages

- Czech
- English

## Interests

### Professional

Game engine programming, optimizations, game rendering, low level programming, software design and architecture. Programming language internals and implementation of custom language compiler.

### Personal

Music, guitar, chess.

## Soft skills

- Patient
- Teamwork
- Optimistic
- Self-motivated
- Teachable