Bc. Martin Dorazil
mmdorazil@gmail.com
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 reatime
- Unity/C++/C#

2013 - 2015, *Android Developer,* Craneballs
- Services implementation
- Game porting from iOS to Android
- Debugging
- Java/C++

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Software Development Skills

Programming

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

Other Software & Tools

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

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