



Martin Dorazil  
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Ostrava, Czech Republic

# Martin Dorazil

## Software Engineer

**About Me** I'm C/C++/C# programmer and musician, currently working for Craneballs company as C++ engine programmer and C# tool programmer. 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 and lower level modules used for game development. 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 + Project management, Virtual Forest - Craneballs**

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

**2017 - 2018, 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 internals.
- C/LLVM/

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

- Native plugins for Unity Engine
- Procedural terrain generation
- Generation of game environment in realtime
- C++/Unity/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 languages

- C
- C++
- bash
- C#
- Java
- GLSL

### Other Software & Tools

- Unity
- Linux
- XCode
- Vim/Emacs
- MacOS
- CLion
- OpenGL
- git
- Visual Studio

## Languages

- Czech
- English

## Interests

### Professional

Game engine programming, optimizations, game rendering, low level programming, software design and architecture.

### Personal

Music, guitar, chess.

## Soft skills

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