MARC WACKER

PROGRAMMER

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EXPERIENCE

PROGRAMMER / TECHNICAL ARTIST   6 months, 2017
MachX - VFS, Unreal Engine 4, 3D Multiplayer Combat Racer, Team of 5
- Built a spline based track editor enabling the team to quickly iterate on ideas
- Implemented futuristic magnetic hover car physics and controls
- Built a multiplayer matchmaking lobby supporting different player roles
- Created various dynamic materials and particle effects
- Worked closely with team members from other disciplines
- Used agile and waterfall development methodologies

PROGRAMMER   4 months, 2016-2017
Khaya - VFS, Unity, 2D Platformer, Team of 5
- Implemented level design tools for 2D game development
- Implemented gameplay features and mechanics
- Communicated with art and design team members to determine project priorities
- Implemented UI and Audio
- Rigged and animated main character using Anima2D

PROGRAMMER   3 months, 2016
VirtualTable - Unity, VR Multiplayer Sandbox, Solo
- Implemented framework to support different VR headsets
- Utilized Unity's UNET to enable networked play

PROGRAMMER   6 months, 2015
VirtualRoom - C++, OpenGL, VR Multiplayer Game, Team of 3
- Collaborated with two other programmers to design software architecture
- Implemented Oculus Rift SDK into SLProject an OpenGL graphics library
- Implemented bone animation system using vertex shader skinning
- Enablined Kinect support to drive character animations

PASSIONS

SCUBA DIVING
Especially enjoyed diving in California's Kelp forests

VIDEO GAMES
I've been playing games all my life from Donkey Kong to Dota 2, I've never stopped and hopefully never will

DANCING
Started Salsa dancing last year and continue to improve

SOFTWARE

Unreal Engine 4, Unity, Maya, Photoshop, Substance Painter, Blender, Illustrator, InDesign, Visual Studio, Git, Perforce, SVN, Eclipse, Anima2D

SKILLS

C++, C#, OpenGL, GLSL, Java, Unreal Blueprint, PHP, Python, Javascript, jQuery, SQL, HTML5, CSS3
Agile, Teaching, Graphic Design, UX Design

LANGUAGES

English (fluent)
German (fluent)
Swiss German (fluent)
French (basic)

EDUCATION

Game Design 2016- 2017
Vancouver Film School

BSc Computer Science 2010- 2015
Bern University of Applied Science

WACKI.