

# 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
- Enabled 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, Graphics 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.