



# Marcus Dahl

Game Programmer

## Contact Me:

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## Skills

- C++
- C#
- Python
- Unreal Engine
- Perforce (PV4)
- HLSL
- Optimizing & debugging code
- Architectural system design
- Memory management

## PROFESSIONAL EXPERIENCE

### Envar Entertainment

Programming Internship | Aug 2023 - April 2024

- Graph-based Dialogue/Quest System
- Generalized Debug Menu System
- Editor Tools for Item Management
- Debug Tools for Various Game Systems
- Gameplay Logic for Combat/AI
- Proactive Involvement in Sprint/Milestone Planning

## EDUCATION

### The Game Assembly

Higher Vocational Education | Aug 2021 - Present

- 7 Cross disciplinary game projects with agile/scrum methodologies. The first 2 in C# with Unity, 3 in C++ with the schools inhouse frame work. 2 more in our own engine developed with the schools framework and Directx 11.
- Data structures and Design patterns
- Linear Algebra Focusing on 3D Mathematics

### Blekinges Institute of Technology

Sep 2020 - Jan 2021

- **Python** and **C++** course
- Learned the basics of game design