

Marcus Persson

Game Programmer

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EXPERIENCE

Lidl Sverige, Östermalm/Haninge – Store Manager

October 2021 – March 2025

At Lidl Sverige, I was tending to the stores' daily needs, always prioritizing the customers' contentment. Whilst working to fulfill my manager's expectations, I studied a fullstack education within .Net.

Kodcentrum, Kista – Volunteer

November 2024 - August 2025

With a focus on simpler console applications, I was tutoring both physical and digital lessons within code for children with the use of Python and Scratch games for the kids to learn digitally.

Gröna Lund, Djurgården – Shift Leader

August 2021 - December 2021

I was working at Gröna Lund from Halloween to Christmas as a shift leader, taking responsibility for my team in the kitchen and overall ensuring every shift went successfully for everybody.

Education:

Lexicon IT Professionals, Liljeholmen – C#/.Net - Intensive Training

September 2023 - January 2024

- C# .NET Fundamentals
- Frontend(HTML, CSS, JavaScript, Bootstrap 5)
- Database(SQL, database modeling, Entity Framework Core, NoSQL)
- Testing(TDD,XUNIT, Moq)
- ASP .NET Core
- Fullstack Project work(Blazor WASM, ASP .NET Core web API, SCRUM project methodology, etc.)
- Microsoft Azure(Web App, CI/CD with Azure DevOps, CosmoBD, Azure SQL Database)



Skills

- Persistence
- Adaptability
- Attention to Detail
- Patience
- Reliability
- Customer Service Experience
- Gameplay Programming
- C# (Unity) / C++ (Unreal Engine)
- Scripting
- Shader Basics
- Agile / Scrum Workflow

InfoKomp, Komvux – Programming 1 C++

June 2022 - September 2022

In this course, I got to learn about the fundamental blocks within C++, including variables, git, loops, if-statements, the C++ standard library, definitions, functions and memory management.

Projects

SteamWrecked - School project using Unreal Engine

SteamWrecked was a school group project made primarily with Unreal Engine 5.2. My role in the game project was being a C++ programmer, taking care of bugs and programming the wandering drones' AI systems, as well as making some helper libraries in C++ to aid me in making mathematical equations in blueprints.

We won the Swedish Game Awards in the category [New Talent - Gamer's Choice](#).

SubOptimal – School Project In Unreal Engine

Using Unreal Engine 5.5, we made the school group project SubOptimal, a Co-op game with Advanced Sessions. My main role was handling functionality of the in-game submarine and making sure Multiplayer worked with Epic's Subsystem for connecting users.

Ark Engine – Open Source 3D Game Engine

A school Game Engine project which I have developed from scratch and created by utilizing C and C++ with many open source libraries.

PaperEngine – Open Source 2D Game Engine

During my specialization course in school I was tasked with making a 2D Game Engine from Scratch using open source libraries such as OpenGL, GLM, ENT'T, SDL, ImGui and a few others.

The goal with the engine was to make it user friendly and easy to get into and de

BitFireEngine – Open Source GameEngine

A large scale project which I have recently been invited to join and help maintain by utilizing C and C++ in this Win32 API engine that utilizes some very old and forgotten methods to functionally run on any old/new PC.

- Playtesting & User Feedback Implementation

Awards

Swedish Game Award Winner
2025: Won in the title of New Talent, Gamers' Choice as [SteamWrecked](#).

.Net Diploma

Language

Swedish- Native

English - Upper Intermediate

Social Links:

[Github](#)
[LinkedIn](#)
[Youtube](#)

Smaller Projects:

BitFireEngine