

Marcus Cazzola Helms

I'm a C++ and C# programmer. I'm extra interested in tool development, Artificial Intelligence, Virtual Reality, performance optimization and graphics programming. I'm motivated, ambitious and I enjoy creating software together with other people.



EXPERIENCE

The GD Studio, Stockholm — Software Engineer

AUGUST 2023 - MAY 2025

Working on the in-house game engine, which was used in the recently released game Diabolical Rogue. I mainly worked on the level editor, graphics rendering, conversion from DirectX11 to DirectX12, bug fixing and performance optimizations.

EDUCATION

The Game Assembly, Stockholm — Higher vocational education, Game programming

SEPTEMBER 2021 - APRIL 2024

During my education I learned how to make game engines in C++. We both had individual tasks and group projects with around 15 people per project. During the projects I learned scrum and time management.

Stockholm Science and Innovation School, Stockholm — Upper secondary school, *Technology program*

AUGUST 2017 - JUNE 2021

I started to learn programming during this education. After school I often used the school's Virtual Reality headsets creating my own games in Unity. I also learned how to use CAD software where I for example created my own phone case, microphone stand and "studentmössa" on the school's 3D printers.

PERSONAL PROJECTS

VR Level Editor with OpenAI voice commands — *A VR program where the user can create and manipulate objects using his hands and voice.*

VR Beat Saber Remake — *A VR game where the player hits cubes at the beat of the music.*

Using Artificial Intelligence to trade assets — *A program was created to trade stocks, currencies and cryptocurrencies to earn money automatically.*

Using Artificial Intelligence to create a bike frame — Fusion 360's Generative design model was used to create the optimal bike frame.

Creating a PCB for a custom mini keyboard — KiCAD was used to design the PCB.

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[LinkedIn](#)

[Portfolio website](#)

[My Youtube channel with programming tutorials](#)

SKILLS

C++

C#

DirectX 12

DirectX 11

HLSL

Python

Arduino microcontroller

Fusion 360 CAD

KiCad EDA

Unity game engine

Unreal game engine

StereoKit VR game engine

OpenAI API

Pine Script

TOOLS

Perforce

Git

Scrum

Visual Studio 2022

GitHub Copilot

RenderDoc

PIX

AWARDS

TGA, Princess Game Jam (2022), "Best graphics"

SSIS, Togethernet Hackathon (2020), "Best solution and prototype"

TATA, TCS' goIT Student Technology Program (2018), "Best presentation"

LANGUAGES

Swedish - Native

English - Fluent