

Linz, Austria

27/10/1994

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Marc Kletz

Generalist programmer & Game Designer

A responsible and fast learning person with a passion for games.

Committed to work very hard and taking on any challenges.

Dedicated to write well documented, clean and effective code.

The impossible just takes a little longer - but not much.

Personal Profile

It satisfies me to solve problems in a compelling and well-thought-out manner. Motivated by inspiration and feedback, which is valued above everything else and used confidently for best achievements. Willing to encounter the unknown. Worked on [WeAreScrewed](#), [Emergency Operator iOS & android](#) and [GameDev Tycoon Netflix](#).

Skills

Languages	German: Native language English: Fluent spoken and written
Programming languages	C#, Python, JavaScript
Engines	Unity
Other	Visual Studio, Android & iOS, Dependency Injection (Zenject)

Education

October 2018 – February 2021: Master of Science in Multimedia Technology

Salzburg University of Applied Science, Austria

Due to be awarded February 2021

Game Design and Playable Media	Game Artificial Intelligence
Game Development, C++	Online Gaming and Cloud Computing
Game Engine Architectures	Mobile Games, Native C++ and Java
Physics-based Simulation, C++	GPU-based Simulation, CUDA
Advanced HCI	Data Mining and Predictive Analytics, Python

October 2014 - November 2017: Bachelor of Science in Software Engineering

Vorarlberg University of Applied Science, Austria

Bachelor Thesis: XML to ZPL Converter and Immersive User Interfaces in VR.

Main Courses:

Computer graphics, 3D-Modeling and Rigging	Game Programming, C# with Unity
Augmented and Virtual Reality	Mobile Computing, Android
Data management, Oracle with Java	Software Engineering, Java
Algorithms and Data structures, Java	Object-Oriented Programming, Java

2009 - 2014: A-Levels, Vorarlberg Götzis High School (BORG), Austria

Philosophy and Psychology, German, Mathematics, English

2005 - 2009: GCSEs, Vorarlberg Altbach middle school, Austria

8 subjects, grades A-B including Mathematics, Biology

Work Experience

January 2021 – Now, Rarebyte
Generalist Programmer

Working as main developer on a non-disclosed serious game in Unity with C#.
Created a custom-built, node-based dialogue editor for dynamic conversations.
Responsible for creating the logic to connect to our routing containers in Emergency Operator.
Created a data storage object that dynamically updates its content from a google sheet.

December 2017 - June 2018, Axians ICT Austria - Lbase
Junior Software Developer

Got entrusted with any task from the current sprint and backlog.
Wrote a clustering algorithm that grouped truck destinations into logical clusters.
Worked with Jira, Java, Eclipse, Oracle and Spring. Fixed several user-reported bugs in the Software and implemented client wishes as features.

Summer 2017, Axians ICT Austria – Lbase
Software Development Intern

Worked independently on three projects for the company.
1) A XML to ZPL converter for their customers to print labels on packages.
2) Researched business intelligence and created multiple KPI-Dashboard prototypes.
3) Researched data warehousing and wrote an in-depth information paper, gave a presentation about the topic and implemented a prototype solution for a data warehouse.

Summer 2015, Zumtobel AG
Production Assistant
Worked independently with valuable goods and taught new trainees

Other Experiences:

March 2020 – July 2020, Salzburg University of Applied Science, Austria
Junior educator, teaching children between the ages of 10 to 14 to create games in Unity with Unity Playground. Successfully organized three lectures teaching children via Microsoft Teams the basics of Unity and created three games with them.

Hobbies and Interests

Music Instrument	Euphonium: Level 5 Conductor of the local wind orchestra since 2024
Games	Old School RuneScape Dark Souls I / II / III Elden Ring Dwarf Fortress
Cooking	Since moving to Salzburg in 2018 I started to learn how to cook and it became a hobby of mine