

# Marius Steffens

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Portfolio: [msteffens.dev](http://msteffens.dev) (Ongoing development) | LinkedIn: <https://www.linkedin.com/in/marius-s/>

Github: <https://github.com/underscoren>

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## Summary

I am a skilled game developer with experience in various programming languages, including C#, C++, and TypeScript. I enjoy developing game engines, making websites, and reverse engineering. I have a strong passion for creating immersive and engaging gaming experiences, and have demonstrated my abilities as the Team Lead and Lead Programmer on the Symphony of Life VR project. In my spare time, I like to rice my Linux desktop and GM for tabletop RPGs (like DnD) with my friends.

## Skills

C#, C++, JavaScript / TypeScript, Unity, Frontend Web Development, Git, Game engine development, Agile methodology, Python, Java

## Work Experience

### Creative Solutions - Ithra / Aramco (2022-2023)

Game Developer at Symphony of Life VR

- Client project - 3 months
- Team Lead and Lead Programmer
- Small dev team (4 people)

## Education

### Skills City (2022-2023)

Game Dev Bootcamp (4 months)

- Unity Associate Programmer course (Exam TBC)
- VR Game Development
- Blender / Technical art skills

### University of Essex (2019-2022)

Computer Science BSc (Hons, 2.1)

- Computer Game Programming
- C++ Programming

## Projects

### Symphony of Life – VR Interactive Experience (2023)

Client project. Short, immersive VR game to be displayed at events and festivals. I was the Team Lead as well as Lead Programmer. Worked directly with client to quickly iterate on design, plan and create prototype during intensive three-month development period.

### Cell – Falling sand puzzle platformer game (2022)

University Final Year Project. Sand particle physics simulation game with custom engine written in C++. Large scale project that required significant planning and learning how to deal with issues that occur during long-term development.

### Barodocs – Dynamically generated game wiki website (2020)

Personal Project. Game wiki SPA generated on-device using information scraped from game files (React/NodeJS). Reverse engineered data formats using game source while learning modern frontend web toolchains (webpack/babel).