# Marek Vymazal

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## Skills

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| TypeScriptJavaScriptPythonC#JavaC++HTMLCSSSQL | IllustratorPhotoshopUnityGodotGDScriptBabylonJSMayaMELBlender | NodeJSExpressDockerAWSS3DynamoDB (NoSQL)Google Cloud PlatformStripe | Interactive DesignTools DevelopmentPipeline Automation |

## Experience

2019 - Present

**Freelance Software Developer** | Engelmann-Becker / Funnix*, Remote*

*Projects: Funnix (Web Application), Proprietary Internal Tools (Web Application)*

* Converted an outdated desktop program into a modern web-based subscription service using Node.js and AWS Elastic Beanstalk, creating a high-performance single-page application (SPA).
* Developed a custom data migration tool to transition legacy content to a web-compatible format, ensuring a smooth conversion.
* Designed and implemented a lesson player using JavaScript for seamless navigation and progress tracking.
* Built full front-end and back-end systems, including user authentication, lesson management, and data handling, with Node.js and DynamoDB.
* Implemented a subscription billing system with Stripe for recurring payments and integrated ActiveCampaign for automated email marketing and engagement.
* Established a nightly reporting process to monitor system performance and user metrics.
* Led the development of an online bookstore with USPS media mail integration for shipping.
* Automated deployment and operational tasks, optimizing workflows and reducing downtime.

2017 - 2019

**Indie Game Developer** | Self Published*, Remote*

*Projects: Survival Arena (Roblox)*

* Developed a game as a sole indie developer, handling all aspects of coding, design, and release.
* Programmed the game in Lua, ensuring it was engaging for a single player while accommodating multiple players seamlessly.
* Designed the gameplay experience to remain fun and engaging even if only one player remained in the game session.
* Designed 5 unique game modes, each featuring procedurally generated levels to maximize replayability.
* Achieved over 500 active players at the game's peak and over 100 thousand players in its lifetime, demonstrating strong player engagement and retention.
* Earned an 84% positive feedback score, reflecting a high level of player satisfaction and consistently positive user experiences.

2016 - 2017

**Senior Software Engineer (Generalist)** | Glu Mobile*, Portland, OR*

*Projects: Ultimate Chef (iOS / Android)*

* Designed and implemented over 40 modular user interfaces in Unity, collaborating with engineers to address functionality and limitations.
* Increased productivity by 25-70% by developing pipeline tools for Maya and Unity using Python and C#.
* Managed character animation, creating and implementing over 80 animations and sequences, along with 3D environment layout and lighting.
* Led outsourcing by creating technical guidelines and specs for 280+ assets
* Optimized performance with Python tools, reducing project size by 55%.

2015 - 2015

**(Lead) Programmer / Consultant** | Committee for Children*, Remote*

*Projects: Game (Research / Proprietary)*

* Created rapid prototype for an interactive multiplayer game for research study in Unity.
* Designed user interface to support four player mixed local and network co-op multiplayer.

2012 - 2014

**(Lead) Programmer** | Northwest Media*, Remote*

*Projects: Surviving Independence (iOS / Android)*

* Responsible for all programming using C# and Unity, writing over 40,000 lines of code.
* Designed and developed UI with responsive buttons, seamless transitions and effects for touch interactions.
* Developed procedural generation systems to increase replayability, which included, dynamic characters and personalities, different map locations, and varying store prices, job wages, and apartment costs.
* Addressed usability issues from user tests and feedback through game hints, improved visual indicators, and refined UI flows.
* Added user analytics for user research and efficacy studies, which included all user actions, in internal device XML files and SQL databases.

2012 - 2012

**Designer / Senior Technical Artist** | Zynga*, Eugene, OR*

*Projects: Pioneer Trail (Facebook)*

* Worked with designers to release new content in bi-weekly intervals.
* Used metrics to drive upcoming features, maximizing revenue potential for each release.
* Developed XML, Photoshop, and Flash tools, boosting productivity by 15% to up to 25%.

2007 - 2012

**Technical Artist** | Buzz Monkey Software*, Eugene, OR*

*Projects: Tomb Raider: Underworld (Wii), Tony Hawk: Ride (Wii), Tony Hawk: Shred (Wii), Army of Two: 40th Day (PSP), Rinth Island (iOS / Android), Club Penguin (iOS / Android)*

* Responsible for developing tools and pipeline automation used by over 15 individuals in art and design departments, improving overall efficiency by 25% up to 70%.
* Developed tools for Unity and Maya using Python, JavaScript, and C#.
* Produced rapid prototypes in Unity, transforming design concepts to playable demos.
* Designed camera state machines, particle effects, animation systems, and audio triggers, adding depth to game mechanics and visuals.

2006 - 2007

**Artist** | Buzz Monkey Software*, Eugene, OR*

*Projects: Tomb Raider: Anniversary (PSP), Tomb Raider: Underworld (Wii), Tony Hawk: Ride (Wii)*

* 3D modeled, textured, and lit environments for over 12 levels using Maya and other 3d packages.
* Created art for three game environments, which became the quality standard for the art department (Tony Hawk: Ride).
* Responsible for cinematics, upholding visual quality through various level design iterations.
* Optimized over 20 levels for performance, reducing memory over 35% to up to 60% by optimizing geometry and textures.

## Education

**Bachelor of Science in Game Art and Design**

The Art Institute of Portland*, Portland, OR*

*2006*