



SENIOR SOFTWARE ENGINEER –
CONSULTANT – CTO – LECTURER

MARC ZAKU

CONTACT ME

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PERSONAL PROFILE

A passionate software engineer with hands-on experience in all levels of software development including hiring, leadership, consulting, lecturing, web, mobile, frontend and backend. Brings a profound interest in and understanding of clean code, architecture, CI, ECS, code generation and performance, functional and integration testing.

AREAS OF EXPERTISE

- Unity 3.4 – 2022.1 & C# 3.0–10
- .NET, JS, TypeScript, Python, VueJS, MongoDB, SQL, NPM, ECS
- Code Analysis, Code Generation
- Workflows, Processes, CI, TDD
- Leadership, HR, Project Management

OTHER SKILLS

- Working directly with customers and stakeholders
- Improving work culture
- Analyzing and understanding business needs
- Compromising business needs and code requirements

WORK EXPERIENCE

CHIEF TECHNOLOGY OFFICER

Growify GmbH, Berlin | 2021 – Present

- Establishes scalable workflows and processes for an upsizing team of developers
- Helps identify the product's customer values and reshaping the Company's vision, mission and product roadmap for Series-A and beyond
- Recruits and leads a team of developers with a focus on personal development, agile mindset, proactive collaboration and ownership

HEAD OF ENGINEERING

Forsbergs Skola AB, Stockholm | 2020 – Present

- Establishes a new stream of income by defining the curriculum of a new education programme for an established private school
- Integrates tools and processes to allow for a higher number of students
- Implements a professional Hybrid Learning Culture (Remote & On-Site) utilizing professional GitHub workflows
- Lectures, mentors and examines the students from start to job/internship
- Achieves the rank of GitHub Campus Advisor

CONSULTANT & SENIOR SOFTWARE ENGINEER (PROJECT)

Volkswagen AG, Wolfsburg | 2021

- Helped establish a modern Unity Technology-Stack
- Guided the development of multiple components

CHIEF TECHNOLOGY OFFICER & CO-FOUNDER

Storm Chaser UG, Berlin | 2016 – 2021

- Lead the development of Survival City, a mobile strategy game, from early prototype until global release to over 2 million players
- Guided the design and architecture of the software's every single component, which still allows a small team of developers to rapidly develop stable new features
- Set up a cloud-based backend for save-games, cheat-protection, purchase validation, bundle hosting and multiplayer features
- Recruited and lead a total of 10 developers

LANGUAGES

- German
- English

CONSULTANT & SENIOR SOFTWARE ENGINEER

RA-Micro Software AG, Berlin | 2019 – 2020

- Consulted software refactorings and implementation of new technologies in Germany's leading law firm software solution
- Advised developers regarding test-driven development, modern code and architecture
- Delivered two new software modules to over 70.000 clients

LECTURER

Games Academy | 2016 – 2021

- Taught courses in Software Design, Software Architecture and Unit Testing

FREELANCE SOFTWARE DEVELOPER (PROJECT)

Bosch SoftTec GmbH | 2016 – 2017

- Implemented a Dual-Screen interactive technology demo for international exhibitions

FREELANCE UNITY DEVELOPER

Stainless Games Ltd. | 2015 – 2016

- Set up and optimized asynchronous UI and UI State workflows
- Coordinated integration of highly-demanding visuals for the client

PROTOTYPE DEVELOPER (PROJECT)

Thoughtfish UG | 2014 – 2015

- Prototyped the backend, client SDK and visualization for a location-based game that is context-aware of real-world data.

FREELANCE UNITY FRONTEND DEVELOPER

Amazon Game Studios | 2013 – 2014

- Built complex, fully animated 2D and 3D UIs for skill trees, inventory and shop for Hero Defense, a truly cross-platform Action-TD for mobile and PC
- Took full responsibility for essential features like daily challenges, save-game management, an inventory system, formula parsing and camera controls

GAME DEVELOPER

Bubo Games | 2013

- Developed, alongside studies, most of the gameplay and UI logic for indie puzzle game LabRATory, achieving 250.000 downloads on iOS & Android

EDUCATION HISTORY

CERTIFIED GAME PROGRAMMER

Games Academy Berlin | 2011 – 2013

- Valedictorian with a score of 95%
- Volunteer at Quo Vadis, Gamescom, IFA and Global Game Jam

ABITUR (A-LEVELS)

Gymnasium Zitadelle Jülich | 2008 – 2011

- Specialized in Computer Science, Mathematics and Biology
- Member of the Python Club
- Member of the Chess Club
- Term Paper in Sudoku Solving Algorithms (Highest Grade)