



SENIOR SOFTWARE ENGINEER –
CONSULTANT – CTO – LECTURER

MARC ZAKU

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PERSONAL PROFILE

A passionate software engineer with hands-on experience in all layers 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 – 2023.1 & C# 3.0–15
- C++98 – C++17
- .NET, JavaScript, TypeScript, Python, VueJS, MongoDB, SQL, Node, ECS, BrightScript
- Code Analysis, Code Generation
- Workflows, Processes, CI, TDD
- Leadership, HR, Project Management, Agile
- Game Backend, Databases
- Google Play Store, Steam, App Store, Roku, Web

OTHER SKILLS

- Collaboration with clients and stakeholders
- Improving work culture
- Compromising business needs and code requirements

WORK EXPERIENCE

SENIOR SOFTWARE ENGINEER (PROJECT)

Wonderz GmbH, Berlin | 2019 – Present

- Implemented the Unity-side SDK for Wonderz' Cross-Platform Distribution Platform for Video and Game Content across iOS, Android, Kindle Fire, Roku TV, Apple TV, Android TV and the Web
- Assisted in the Development of Mobile Games for one of the world's leading YouTube Channels with over 46 billion views every 30 days, released to Android and iOS
- Took charge of the Roku Client development from early planning until release to include an additional market potential of 73 million users

HEAD OF ENGINEERING

Forsbergs Skola AB, Stockholm | 2020 – Present

- Established a new stream of income by defining the curriculum of a new education programme for an established private school
- Integrated tools and processes for a scaling number of students and courses
- Implemented a professional Hybrid Learning Culture (Remote & On-Site) utilizing up-to-date GitHub workflows
- Lectures, mentors and examines the students from start to job/internship
- Achieved the rank of GitHub Campus Advisor

CHIEF TECHNOLOGY OFFICER

Growify GmbH, Berlin | 2021 – 2023

- Established scalable workflows and processes for an upscaling team of developers for Assecor GmbH's promising start-up
- Helped identify the product's customer values and reshaped the Company's vision, mission and product roadmap for Series-A and beyond
- Recruited and led a team of developers with a focus on personal development, agile mindset, proactive collaboration and ownership
- Steered the software towards AI-powered tools using OpenAI's API

CONSULTANT & SENIOR SOFTWARE ENGINEER (PROJECT)

Volkswagen AG, Wolfsburg | 2021

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

LANGUAGES

- German: Native
- English: Fluent
- Swedish: Intermediate

KP s

Released

- 6 Games
- 3 Apps

Contributed to

- 11 Games
- 4 Apps

Stakeholder in

- 3 Companies

Led

- 2 Teams
- 6 Projects
- 3 Classes

ACHIEVEMENTS

- Host of Stockholm's leading Global Game Jam Site
- GitHub Campus Advisor
- Awarded Scholarship for Games Academy Berlin
- AFF (Skydiving) Solo License

CHIEF TECHNOLOGY OFFICER & CO-FOUNDER

Storm Chaser UG, Berlin | 2016 – 2021

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

CONSULTANT & SENIOR SOFTWARE ENGINEER (PROJECT)

RA-Micro Software AG, Berlin | 2019 – 2020

- Led an upskilling workshop for the entire engineering department which led to an offer to further consult the company
- 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 to enable an updated technology stack
- 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 (PROJECT)

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
- My work laid the foundation for the company's most successful product, COALA Engine, empowering

FREELANCE UNITY FRONTEND DEVELOPER (PROJECT)

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 such as daily challenges, save-game management, an inventory system, formula parsing and camera controls

UNITY GAME DEVELOPER – UI (PROJECT)

Bubo Games | 2013

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

EDUCATION HISTORY

CERTIFIED GAME PROGRAMMER

Games Academy Berlin | 2011 – 2013

- Acquired one of two Scholarships for Puzzle Solving Algorithms
- Valedictorian with a score of 95%
- Volunteered at Conferences such as 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 and Chess Club
- Term Paper in Sudoku Solving Algorithms (Highest Possible Grade)