Marek Vymazal

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Skills

TypeScript	Illustrator	NodeJS
JavaScript	Photoshop	Express
Python	Unity	Docker (Containerization)
C#	Godot	AWS (Amazon Web Services)
Java	GDScript	S3
C++	BabylonJS	DynamoDB (NoSQL)
HTML	Maya	GCP (Google Cloud Platform)
CSS	MEL (Maya Embedded Language)	Stripe
SQL	Blender	

Interactive Design

Tools Development

Pipeline 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- Converted an outdated desktop program into a modern web-based subscription service using Node.js and AWS Elastic Beanstalk, creating a high-performance single-page application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