



Marcus Zibung

Gameplay Programmer

Portfolio:

<https://www.marcuszibung.com/>

Contact

Phone

+46 76-517 2557

Email

marcus.zibung@gmail.com

Address

Stockholm, Sweden

Education

2022 - 2025

**Game Development,
Computer Science**
At Stockholm University

2020 - 2021

BC-Trainee program
At Kjell & Company

Expertise

- C++
- C#
- Java
- Unreal Engine 5
- Unity
- UML
- SQL

Language

Swedish (Native)

English (Fluent)

Experience



2025 - Present

Reactional Music I Vasagatan 7A, Stockholm

Game Programmer Intern

- Working in a team environment to meet production deadlines and deliver milestones on time.
- Contribute to game development process from concept to production-ready content, in both Unreal Engine and Unity.
- Maintained continuous planning and presented workflow updates and progress reports regularly.



2022 - 2025

Stockholm University I Borgarfjordsgatan 12, Kista

Student, Game Development | Computer Science

- Hands-on experience in game development across various genres
- Proficient in programming using C++, Java and C# with a strong technical foundation
- Collaborative team player, contributing in multiple roles within the game development process
- Proven ability to work effectively in group settings



2021 - 2022

Kjell & Company I Stationsvägen 5, Åkersberga

Service Point Manager

- In charge of managing the store and its staff
- Managed and planned work hours and handled employee contracts
- Trained and onboarded new employees
- Kept the team informed on all matters and conducted regular follow-ups, both individual and in a team setting
- Compiled and presented sales figures



2018 - 2021 & 2022 - Present

Kjell & Company I Stjärntorget 2, Solna (Mall Of Scandinavia)
Sales Associate

- Assisting customers with various IT-related issues
- Engaging with customers to understand their needs and provide tailored solutions
- Maintaining store organization and managing logistics
- Acting as substitute Service Point Manager during most summers of my employment.

Reference

References can be provided at request.