

MARCUS ZIBUNG

GAME DEVELOPER

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



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Stockholm, Sweden

Experience

2018 - 2021 & 2022 - Present

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

- Assisting customers with various IT-related issues.
- Engaging with customers to understand their needs and provide tailored solutions.
- Maintaining store organization and managing logistics.

Jan 2025 - June 2025

Game Programmer Intern | Reactional Music | Vasagatan 7A, Stockholm

- 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.
- Developed and launched content on both FAB and Reactional Music's website.

2021 - 2022

Service Point Manager | Kjell & Company | Stationsvägen 5, Åkersberga

- In charge of managing the store and its staff, include planning work hours and handle 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.

Expertise & Education

- Bachelor's degree in Computer Science | Computer Game Development (2022-2025)
- BC Trainee Program – Kjell & Company (2020–2021): Leadership and team management training
- Programming experience in languages including:
 - C++
 - C#
 - Java
 - SQL
 - Python
- Languages:
 - Swedish (Native)
 - English (Fluent)