



MÁRK TICZER

Software Developer

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[roxarex.github.io](https://github.com/roxarex)

EDUCATION

Basic Degree in Information and Communication Tehnology

Tampere Vocational College Tredu

2022 - 2025

Primary school

Tesoma School

2016 - 2022

SKILLS

Unity	Github
C#	PHP
Blender	MySQL
HTML	JavaScript
CSS	TypeScript
Python	React
Java	Vite
WordPress	AWS
SQF	VBS4

LANGUAGES

- Hungarian
- English
- Finnish

REFERENCES

Antti Martikainen

Virutal Dawn / CEO

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Tiina Partanen

Tredu Vocational College / Teacher

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PROFILE

Hey I'm Márk Ticzer 20 year old, I'm a software developer and a system administrator. I develop, test and mod video games, build websites, and maintain systems and networks.

I am fluent in Hungarian, Finnish, and English, and have actively used all three languages for over 10 years, with near-native proficiency in each.

During military service I got in to VKY (VirtuaaliKoulutusYmpäristö) where i got to maintain their simulators, systems and network, Additionally, I developed leadership skills, learned new programming languages, and improved our team's workflow by creating software tools that increased productivity for both current and incoming conscripts.

In Vocational college I have made the schools first VR project for my school called TreduCare. During development we had to be constantly in touch with the client, and I was the lead developer to handle all that.

WORK EXPERIENCE

Military Service - Virtual training assistant August 2025 - March 2026

System Administrator / Game Developer

- Maintaining various combat simulators, like Thales tank simulator, Saab's GCIDT (Ground Combat Indoor Training), ITKK and NLAW VR simulators and Steel Beasts.
- Continued developing military vehicles, weapons and other devices into VBS4 (Virtual Battle Spaces 4).
- Handling and maintaining information systems and networks.
- Supervising 68 VKY conscripts and teaching the new batch of conscripts.

Virtual Dawn - Internship Feb 2025 - April 2025

3D modeler | Game Developer

- Working with the development team to create a tile based world generator.
- Work on various SDK related tasks including an isometric player controller and AI based conversation npcs.
- Modeled various environments and tested out Generative AI for texturing the models.

CADMANDATA Oy - Intern to part time Oct 2023 - May 2024

IT Support | Web/Software Development

- Manage website design, content, and website responsiveness. Add new products into their web shop, do customer service in person or on the web, make custom functions to their websites to help with boring repetitive tasks.
- Handled their AWS backend for either updating a website or managing a database.
- I've also send a lot of packages out that people ordered from their web shop. These were used the most during any development: AWS - WordPress - Grav - Linux.
- And with these languages: HTML - CSS - JavaScript - Python - Shell scripting.