Marc Kletz

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Game Developer, Software Engineer, Technical Lead

A responsible and fast learning person with a passion for games.
Committed to work very hard and taking on any challenges.
Dedicated to writing well-documented, clean and effective code.
The impossible just takes a little longer - but not much.

Personal Profile

Game and software developer with a Master's degree from Salzburg University of Applied Science and more than five years of professional experience in game and software development.
Personal focus areas: game engineering with Unity and C#, software architecture, real-time graphics and AI agent systems.

Skills

Languages	German: Native language
	English C2: Fluent spoken and written
Programming languages	Java, C, C++, C# (.NET), Python, JavaScript
Engines	Unity
Testing	JUnit, automated testing, test-driven development, integration tests
CI/CD	Jenkins, Jira
Other	Visual Studio, Android & iOS, Dependency Injection

Education

October 2018 – February 2021: Master of Science in Multimedia Technology
Salzburg University of Applied Science, Austria

- Game Design and Playable Media
- Game Development, C++
- Game Engine Architectures
- Physics-based Simulation, C++
- Advanced HCI
- Game Artificial Intelligence
- Online Gaming and Cloud Computing
- Mobile Games, Native C++ and Java
- GPU-based Simulation, CUDA
- Data Mining and Predictive Analytics, Python

Master Thesis: Detecting Musical Measures in Sheet Music with Neural Networks, published 2021 and presented at the 3rd International Workshop on Reading Music Systems in Alicante.

October 2014 - November 2017: Bachelor of Science in Software Engineering
Vorarlberg University of Applied Science, Austria

Main Courses:

- Computer graphics, 3D-Modeling and Rigging
- Augmented and Virtual Reality
- Data management, Oracle with Java
- Algorithms and Data structures, Java
- Game Programming, C# with Unity
- Mobile Computing, Android
- Software Engineering, Java
- Object-Oriented Programming, Java

Bachelor Thesis: XML to ZPL Converter and Immersive User Interfaces in VR.

2009 - 2014: A-Levels, Vorarlberg Götzis High School (BORG), Austria
2005 - 2009: GCSEs, Vorarlberg Altach middle school, Austria

Work Experience

April 2026 - Present, Kletzgames (sole proprietorship), Linz

Developing Discovery Islands, a 3D hidden-object puzzle in Unity and C#, supported by the AMS Gründungsförderung program. Full responsibility for architecture, design, and implementation.

Built my own AI agent system in Python called 'Selina' (see more below)

January 2021 – August 2025, Rarebyte
Generalist Programmer

Working as main developer on a non-disclosed serious game in Unity with C#.
Created a custom-built, node-based dialogue editor for dynamic conversations.
Responsible for creating the logic to connect the routing containers in Emergency Operator.
Created functionality for dynamically generated classes that update their content from a Google Sheet.

December 2017 - June 2018, Axians ICT Austria - Lbase
Junior Software Developer

Worked with Jira, Java, Eclipse, Oracle, Spring and Jenkins as part of the Software Developer team. Writing a clustering algorithm that grouped truck destinations into logical clusters.
Fixed several user-reported bugs in the Software and implemented client wishes as features.

Summer 2017, Axians ICT Austria – Lbase
Software Development Intern

Worked in Java to convert XML to ZPL for label printer. Researched business intelligence, data warehousing, creating KPI-Dashboards and presenting the findings as prototypes and presentations.

Research

Since 2026, Student Project, FH Hagenberg
Tech lead

Researching webcam eye tracking in Unity and C# using MediaPipe face landmarks, a landmark feature vector with a ridge gaze classifier, and a per-eye state machine including calibration and accuracy measurement to be used in game for game mechanics.

Since 2025, Selina - own AI agent harness system
Research and development

An autonomous LLM agent harness in Python: a ReAct tool-calling loop, persistent block memory, a permission gate for destructive actions, a task queue, session archiving and MCP tool integration, running on local and cloud models behind a FastAPI/Svelte web UI.

Other Experiences:

2025 & 2026, Extended Summer School, Hagenberg
Guest Lecturer

Since 2023, Game Dev Linz (association), Linz
Founder and Chairman
Building and leading the Linz game dev community (400+ members on Discord) with monthly meetups, talks and events.

2021, Linz hACkT
Mentor: Guided participants from game idea to working prototype.

March 2020 – July 2020, Salzburg University of Applied Science, Austria
Junior educator, teaching children between the ages of 10 to 14 to create games in Unity with Unity Playground. Successfully organized three lectures teaching children via Microsoft Teams the basics of Unity and created three games with them.

Hobbies and Interests

Since 2024, Conductor
Studying once a week at Music school to become a conductor.
Conducting the orchestra *Kolping Orchester Linz*- responsible for the concerts, the programme and every rehearsal.

Since 2018, Cooking
Daily meal cooking since 2018 strengthened my cooking skill and I am very proud to call myself a well-versed hobby cook