

Mark Furman

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Georgia, Tbilisi

Profile

I loved video games for as long as I can remember and I wanted to be part of developing one since I started playing them. My professional carrier deviated slightly from my goal and I worked as a simulator developer for self-driving cars for a few years. Although this was a great experience my love for game dev never faded and now I am more focused on pursuing this passion.

Skills

C++, C#, Unity,
General programming (SOLID, OOP, Networking, Git, Patterns)

Education

Bachelor Digital Arts And Entertainment (not finished), Howest
2013 – 2017 | Kortrijk, Belgium

Projects

Hyper casual games

Stack the cups! - Apps on Google Play [↗](#)
Word Bowl - Android Apps on Google Play [↗](#)
House Stacking 3D - Android Apps on Google Play [↗](#)

Professional Experience

Simulator Developer,

Innopolis University - Ozon

2020 – 2022

OZON is one of the largest e-commerce in Russia. I worked in a large team where we developed self-driving for shipping goods.

As a member of the simulation team was responsible for

- Traffic simulation including manual control through Python API
- Developed tools for the QA team to create and test scenarios.
- Implemented support for OpenDrive scenario format.

Developer, Ralyent

2018 – 2019 | Saint-Petersburg

Ralyent was a small startup company that was developing self-driving technology from scratch, with a focus on cameras as a source of information. Mainly, I developed a simulator for testing motion planning and control.

My main achievements were

- Used open-source Carla simulator and reconfigure it to our needs.
- Created scenario runner to test motion planning and control algorithms.
- Developed in-house visualization tools using OpenGL, to help visualize and debug self-driving algorithms.

Internship, Bump

2017 – 2018 | Antwerp, Belgium

BUMP is a small startup located in Antwerp Belgium. I did my internship there and was hired afterward. The idea of the project was to develop prototypes of hi-tech escape rooms we used leap motion, AR, projection mapping, and weight sensors to create a unique experience. As the only developer on the team, I was responsible for figuring out API for new technologies and coding prototypes from the ground up.