



merzin.dev

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Emil Rasmus Merzin

I'm motivated and detail-oriented software developer with 2 years of combined experience in web development and game development. I have strong problem-solving skills, a passion for learning new technologies, and a collaborative mindset. I'm eager to contribute to innovative projects and grow as a developer.

Experience

Simple Magic 2022–2023

Developed interactive games on the Roblox platform using Lua scripting and Roblox Studio (Rojo). Collaborated with artists and sound designers to deliver polished and immersive gaming experiences.

Snowhound 2021–2022

Developed and maintained dynamic web application using Angular. Collaborated with a team of developers to implement RESTful APIs with Java Spring. Participated in scrum meetings, contributing to sprint planning and task prioritization.

Education

Tartu Vocational College 2019–2021

Gained foundational knowledge in software development, including languages such as Java, PHP and JavaScript. Learned back-end development concepts, including database management (SQL) and server-side programming.

Hugo Treffner Gymnasium 2015–2018

Projects

Track

Track is a time tracking and syncing app. User can start/stop a timer with various modes and see logs in timeline and calendar views. Track is created with Svelte. Track is hosted at track.merzin.dev.

Black Chat

Black Chat is a matrix.org chat client with UI design inspired by Facebook Messenger. Application features verification with other devices to enable encryption. Users can chat in joined rooms, reply, edit and delete messages. Users can see and upload images. Black Chat is written in Typescript. Black Chat is hosted at black.merzin.dev.

Olite

Olite is a multiplayer sandbox platformer game. Users can create and share levels with others. Olite requires a keyboard to play. Olite is written in Typescript. Olite client is hosted at olite.merzin.dev.