



Marko Ilioski



MY SITE: [MARKOILIOSKI.ME/](https://markoilioski.me/)

DATA ENGINEER & SOFTWARE DEVELOPER

CONTACT:

✉ markoilioski21@gmail.com

in [LinkedIn: marko-ilioski](#)

🔗 [Github: Marko534](#)

SKILLS

Languages

- Rust
- C++
- C#
- Python
- SQL
- Java
- Kotlin
- PHP

Data & ML

- Panda
- NumPy
- Spark
- TensorFlow
- PyTorch

Graphics & GPU

- Vulkan
- OpenGL
- GLSL
- CUDA
- Godot
- Blender

Backend & Cloud

- Docker
- Google Cloud
- PostgreSQL
- CMake
- .NET
- Spring
- Laravel
- RabbitMQ

EDUCATION:

Faculty of Computer Science and Engineering | 2021 – 2026

Bachelor of Software Engineering and Information Systems

LANGUAGES:

- Macedonian (Native)
- English (Fluent)
- German (A2)

PROFILE:

Software Developer with experience in data engineering, backend development, and systems programming. Skilled in Python, SQL, C++, Google Cloud, and Linux. Drawn to low-level graphics and GPU programming in Vulkan, OpenGL, GLSL, CUDA, and Godot. Passionate about learning new technologies and solving complex problems through hands-on projects (and cooking).

EXPERIENCE:

Unreal Engine Environment Design Intern | May 2026 - June 2026

[Sim Sektor Studio](#)

- Gained foundational knowledge of Unreal Engine's core systems and editor workflow.
- Leveraged Google Earth data to procedurally generate a race track, including automated terrain texturing and foliage placement.

Data Engineer | Feb 2025 - Aug 2025

[Involve](#)

- Migrated system from daily to hourly updates, optimizing Google Cloud Platform to reduce costs by 90%.
- Integrated data from Google Ads and internal sales, enabling regional profit analysis and real-time insights.
- Collaborated with data scientists to prepare metrics and implemented layered database architecture for website visitors.

Dev-ops Intern | Jul 2023 - Sep 2023

[Aspect](#)

- Developed C# applications and managed SQL databases, using RabbitMQ for real-time messaging pipelines.
- Optimized OpenXML data insertion, reducing processing time significantly for large document workflows.
- Utilized Azure DevOps for CI/CD pipelines and Docker for containerized deployments.

PROJECTS:

- [Godot LBM Wind Simulation](#) – Real-time 3D wind simulation using Lattice Boltzmann Method on GPU compute shaders in Godot 4.6.
- [PawPrint](#) – Pet adoption platform with .NET Core REST API and PostgreSQL database.
- [Plav voz](#) – Horror game built in Godot and Blender.
- [BlenderLikeProgram](#) – 3D modeling application with Vulkan/C++ focusing on low-level graphics pipeline development.
- [Pita](#) – Raspberry Pi-powered camera system with touchscreen.
- [Fluid Simulation](#) – CUDA/C++ fluid flow simulation.