EVAN LAPICE

Evan.Lapice@outlook.com | (516) 673–1984 |LinkedIn - Evan Lapice|Github – Evan Lapice

SUMMARY

A highly motivated and determined Software Engineer, Technical Program Manager, and Game Developer. Experienced in collaborating across diverse teams, providing a process driven and precise mindset toward decision making and a proven track record of meeting deadlines. Able to work independently within dynamic environments and provide leadership to contribute to team success. Possesses a lifelong passion for video games with a thorough understanding of gaming trends and culture.

SKILLS

- **Languages**: C#, C++, SQL, HTML5, CSS, JavaScript, Python
- **Game Engines & Frameworks**: Unreal Engine 5.2.1, Unity, .NET, ASP.NET
- **Tools & Software:** Visual Studio, Git, GitHub, Perforce, Trello, Jira
- **Operating Systems**: Windows
- **Cloud & Services**: Azure, Cloud Integration, AWS
- **Core Competencies**: Debugging, Validation, Leadership, Team Management, Cross-Functional Collaboration

CERTIFICATIONS AND CLEARANCE

Active SECRET Security Clearance – Expires: January 03, 2025
IT Specialist - Software Development - Pearson Vue Certification

PROJECTS

Final Project: *Bubble Bubble Bubble Bubble Pop!* **-** Unreal Engine 5.2.1, C++

- Designed and developed a 3D top down shooter platformer from concept to completion, featuring dynamic gameplay and arcade-style leaderboards.
- Implemented core mechanics: bubble physics, player movement, power-ups, and scoring multipliers.
- Integrated engaging UI, animations, and sound effects using AccuRig and Replica Voice AI.

Group Project: *The Pink Game* **-** Unreal Engine, C++

- Led the development of three enemy types with unique AI: melee (spear), ranged (slingshot), and magic-casting enemies.
- Programmed AI behaviors for movement, attack, and evasion, enhancing player challenge.
- Organized source control and task management on GitHub, improving team workflow efficiency.

College Football Season Simulator (Ongoing) - C++

- Built an application that simulates a complete college football season for Power 5 (SEC, Big Ten, ACC, Big 12, Pac-12) and FBS conferences.
- Features weekly matchups, rivalry games, non-conference scheduling, and a 12-team playoff system.
- Implements game outcomes using team ability scores, home-field advantage, and real-time win-loss tracking.
- Simulates conference championships, bowl selections, and playoff brackets to crown a national champion.

Turn-Based Console RPG (Ongoing) - C++

- Developed a text-based RPG where players choose classes with unique abilities and engage in turn-based battles.
- Integrated mechanics for health, mana, inventory management, and combat strategies like spells and defense.
- Created simple ASCII visuals and prompts to guide players through fights and decision-making.

Doom-Style FPS Shooter - Unity, C#

- Developed responsive player controls and weapon systems, including firing, reloading, and weapon switching.
- Designed and implemented sprite-based weapons, creating a retro aesthetic inspired by Doom.
- Cloud Development Projects (Microsoft Software & Systems Academy)

Turn-Based Console App Game: Designed modular gameplay – Unity, C#.

- 2D Platformer: Created a 3-level game featuring animations and basic physics.
- 3D Zombie Shooter: Built immersive 3D environments with interactive mechanics.

EXPERIENCE

Bachelor of Science in Game Development   **Expected Jan 2025**
Full Sail University

Intensive and hands-on bachelor's program covering all aspects of game development, from foundational programming to advanced engine development and game integration. This program focused on developing the skills necessary to design, build, and test game code for complex real-time environments, 3D graphics, and artificial intelligence.

- Engaged in individual and collaborative projects to apply skills in C#, C++, and engine programming.
- Learned and implemented algorithms, data structures, and mathematical principles crucial for efficient game code.
- Created various game mechanics, designed virtual environments, and applied principles of AI to build responsive in-game opponents.

Cloud Application Development Learner   **Oct 2022 - Feb 2023**
Microsoft Software & Systems Academy (MSSA)
Accelerated 17-week, full-time, Microsoft funded training program that incorporates live instruction, hands-on virtual labs, real-life application, and opportunities for certification to prepare transitioning service members and veterans for high-demand careers in cloud application and development.

- Applied learned skills (C#, SQL, HTML5, CSS, and JavaScript) to several individual and group projects outside of required learning.
- Gathered and identified requirements to develop clear specifications for project plans and collaborated with team members on all stages of the development lifecycle.
- Used interpersonal and communication skills when interacting with team members to design, develop, and fix bugs/errors in projects.
- Recommended and developed modifications and improvements to existing code in order to enhance usability and runtime over several projects.

Military Police Officer   **Aug 2019 - Jan 2023**

United States Army; Fort Drum, NY

- Protected the lives and property of Fort Drum with approximately 13,000 residents by communicating effectively through dispatch and responding to cases in an average of 5 minutes or less. Successfully communicated through cross functional teams such as the Fire department, EMS and Police Investigators.
- Supervised a team of 3 Service Members at a time, delegated daily responsibilities, assisted with identifying resources for professional development, created resources for training and development leading to promotion of 3 direct reports, and provided mentorship to enhance the skill set of new direct reports.
- Developed a system for the team's area to properly maintain equipment by creating a spreadsheet to properly manage and organize an inventory worth over $100,000. Created quality control standard operating procedures which assigned equipment responsibility and delegated inspections to assigned individuals. This streamlined inspection processes to be completed within 24 hours, saving an average of 16 hours per week.
- Coordinated a training schedule to train over 250 brand new Military Police Officers to meet eligibility requirements to work on the installation by creating field training scenarios, conducting training exercises, and certifying training results.
- Thoroughly formulated over 20 incident reports and files, using a digital database file system, for future utilization, if further investigation or a court hearing were needed.

EDUCATION AND TRAINING

Bachelor of Science in Game Development; Full Sail University – Expected Jan 2025
Microsoft Software & Systems Academy; Cloud Application Development
Bachelor of Arts in Sociology, Sport Studies and Exercise Science; Saint Lawrence University
Study Abroad Nazaret, Ethiopia Volunteer English Teacher; Multe Hara School
Advanced Individual Training - Military Police Officer; United States Army (12 Weeks)
Basic Combat Training; United States Army (9 Weeks)