

# Marc Christello

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## EDUCATION

### Rochester Institute of Technology

Bachelor of Science

Computer Engineering; Cumulative GPA 3.38

Rochester, NY

Graduating May 2028

## TECHNICAL SKILLS

**Areas of Knowledge:** Digital Systems, Game Development, Trouble Shooting, 3D Printing, Operating Systems

**Software:** Model-Sim, Quartus Prime, Visual Studio, Visual Studio Code, Unreal Engine 5, Version Control/Git

**Programming Languages:** Java, C++, Python, VHDL, Assembly

## WORK EXPERIENCE

### Rochester Institute of Technology

Undergraduate Teaching Assistant

Rochester, NY

Aug 2024 – Present

- ♦ Assisting adjunct professor, Jeffrey Lange, in Lab Administration for Introduction to Computer Engineering (CMPE-110), by assisting students in the lab and explaining concepts of computer engineering

Resident Advisor (RA)

Aug 2024 – Present

- ♦ Fostering relationships among 33 first- and second-year residents by organizing floor events and providing counseling on academic and personal questions/concerns
- ♦ Managing administrative duties such as budgeting, maintenance requests, incident reports, and room transfers

### Triple Threat Games

Software Engineer

Rochester, NY

May 2024 – Present

- ♦ Collaborating with a team of 50 to 60 artists, modelers, and engineers developing ExoRush, a futuristic multi-player First Person Shooter (FPS) game with advanced movement and a futuristic setting
- ♦ Researching game engine documentation to improve game functionality and performance
- ♦ Creating unified modeling language class diagrams and execution flowcharts to facilitate the readability of code
- ♦ Utilizing object-oriented programming to create a well-optimized game on Windows and Linux systems

### Rapid Car Wash

Car Wash Attendant

Rochester, NY

Sep 2021 – Present

- ♦ Assisting in equipment repairs, contributing to the smooth functioning of the car wash facility
- ♦ Operating heavy machinery safely, performing car wash services with attention to detail and efficiency
- ♦ Demonstrating exceptional customer service, ensuring a positive experience for every patron

## UNIVERSITY PROJECTS

### CSCI-142 Computer Science 2 | Freshman final Project “Hoppers”

April 2024 – May 2024

- ♦ Recreated the board game “Hoppers” using Java and JavaFX
- ♦ Utilized object-oriented programming techniques to process user inputs and game rules, ensuring the return of the appropriate outputs

## ADDITIONAL

**Languages:** Spanish (Intermediate)

**Extra-Curricular:** RIT Pep Band (Saxophone, 2023-Present), RIT Electric Vehicle Team (Fall 2024)

**Awards:** Fairport High School Track and Field SparkPlug Award (2023), Fairport High School Nordic Skiing SparkPlug Award (2023) and Red Raider Award (2022)