Mark Lunetta, II

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Education

- Michigan State University, Computer Science || 2016-2018
- Switched Major to Media and Information || 2018-Present
- Planned Graduation Year: 2021

Technical Skills and Roles

- Advanced understanding of the logic in many programming languages
  - Java (2+ years), Python (6+ years), C# (2+ years), C++ (1 year), html (1 year), CSS (1 year),
  - Other: Swift, MATLAB, Simulink, and Xcel
- Animation and 3D modeling
  - Blender, Solid Works, and Unity Engine
- Roles
  - Primary: Programmer/Game Designer
  - Secondary: Understanding user's interests, iteration and playtesting, helping manage projects
  - Other: Artwork, animation, and changelog

Programming/Game Design Experience

- Currently working on multiple class projects using Unity and C# programming: Game Design, Game and Interactive Media Dev, and Special Topics: Serious Games
  - Time management skills for meeting each project's pacing/deadlines
  - Scrum burndown charts are used to map multiple levels of project progress before product release
  - Workload of 3+ projects weekly is the norm
  - Many projects are done in both large groups and individually
  - Lots of effective and respectful communication is key
  - High amounts of playtesting and game version iteration
  - A log of any and all changes to your game is always useful for future ideas
- A great deal of digital and paper prototypes
  - Carefully ensure rules and mechanics are clear
  - Game breaking bugs and loopholes are eliminated, but not every bug or mistake is bad; can sometimes keep if they turn out to be useful
  - Constructive criticism welcome and new ideas are always considered

Other Related Experience

Parking Ambassador || City of East Lansing (COEL) || 2018-Present

- Fixing and maintaining all parking equipment for East Lansing (digital and mechanical)
  - All gated lots, Pay on Foot machines (POF), Parkeons, and street meters
  - Other: Elevators and surveillance cameras
- Responsible for monitoring 40+ live cameras
  - Camera uses include helping customers, tracking civil/criminal accidents, and monitoring equipment functionality
- Constant communication with ELPD officers and other emergency responders
  - Doing routine rounds of parking lots
  - Due to the nature of this job, communicating with many people in all kinds of situations is common
  - General Situation Examples: Any and all criminal activity, power outages, plumbing issues, general emergencies, etc.
- Regular office work and maintenance of Skidata equipment
  - Resetting permits when they are paid for by customers each month
  - Keeping a log of all equipment problems, damages, and maintenances
  - Checking the office email hourly

Sales Representative || Dixon Golf || 2018

- Organization and management of tournament operations
    - Operations include but are not limited to inventory, depositing funds raised, setup, and cleanup
- Effective communication and collaboration with charities, event contacts, GC managers and staff
    - Representing Dixon Golf in a professional and friendly manner

Projects

2020-Present: Programmer and Game Designer (Four-Person Project)

Z-Land, 3D RPG Top-Down Game
MSU Class: Special Topics - Serious Games

---Our 3D *Z-Land* is currently in progress of its main mechanics still which include slow moving zombie enemies, human enemies with guns, a playable character that can shoot back, and the players sanity. We have many plans for this project. We would like the game to have a nice 3D environmental flow which may suggest the player go on a certain path, but not force them to so they may still be free. Art has not yet been implemented at this stage.

2020-Present: Programmer, Game Designer, and Artist (Individual Project)

BOOM!, 3D Third-Person Adventure Shooter

MSU Class: Game and Interactive Media Dev

---A 3D world full of tanks that try to destroy you as you take their BOOM's. Each BOOM has an incredible amount of power and is guarded by a large force of tanks! Collect them all to progress to the next level. This game is still in progress, but so far, I have a working "Unisphere" model tank for the player to play as that shoots, moves, and can rotate its turret. I also have a working BOOM item. This is a month-long project for school, but I plan on continuing its development far into the summer and beyond!

2020: Programmer and Game Designer (Two-Person Project)

Ruin Run, 3D Endless Runner Game

MSU Class: Game and Interactive Media Dev

---Your goal is simple; run until you get to the end of the randomly generated structure. You lose if you get stuck or fall off the structure. It's a simple prototype that was inspired by *Temple Run*.

2020: Programmer and Game Designer (Individual Project)

Gravity Gun, Digital Adventure Game Prototype

MSU Class: Game and Interactive Media Dev

---First-person 3D mini open world gameplay that allows players to pick up blocks and interact with them (throw block, drop block, freeze block in place, disable block's interaction with gravity).

2020: Game Designer (Four-Person Project)

Treasure Hunt, Physical Turn-Based Game Prototype

MSU Class: Game Design

---Physical board game with turn-based mechanic. players compete in a free-for-all frenzy to make the most money by finding rare artifacts in old ruins and selling them. Cards drawn are used to mess with other players or help you in other ways.

--- Other Roles: Creating physical prototype, creating rules, logging changes, noting user feedback, and implementing user's wants/needs.

2020: Programmer, Game Designer, and Artist (Individual Projects)

Others from this semester (Spring 2020): *Cyberse's Cyberpunk (D&D Style RPG), Space SHMUP, AsteraX, Dungeon Delver, Breakout, Boids, Apple Picker,* Clone of *Dungeon Delver (Paper Prototype and Digital Editing)*, Clone of *Metroid (Paper Prototype and Digital Editing (2020-Present)).*