

MARK FRANCALANGIA

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SUMMARY

As a passionate Computer Science graduate, I thrive on turning ideas into impactful software solutions. With expertise in Python, C#, Java, full-stack development using the MEAN and MERN stacks, and a broad array of other technologies, I bring a strong foundation in object-oriented programming and the software development life cycle. My experience spans creating interactive applications across platforms, from web-based systems and SaaS solutions to immersive game engines like Unity3D and Unreal Engine. I'm driven by collaboration, effective communication, and a problem-solving mindset, eager to contribute to meaningful projects that make a difference.

EDUCATION

Bachelor of Computer Science (BS), Southern New Hampshire University

Graduated October 2023

Associate of Computer Science (AS), New England Institute of Technology

Graduated September 2019

Achievements: 4.0 GPA, Honor Roll recognition for the academic years 2022-2023.

EXPERIENCE

Junior Software Engineer — *Unity3D, C#*
Indie.io

June 2023 - August 2023

- Contributed to the development of the "*Against All Odds*" title in Unity3D, delivering rapid support for post-launch content updates and enhancing the user interface using the MVC pattern.
- Collaborated closely with a team of developers, demonstrating effective communication and adaptability to ensure smooth game development.
- Managed tight deadlines effectively, consistently meeting deliverables and maintaining project momentum.

Game Developer — *Panda3D, Astron, Python*
Toons of the World Foundation

March 2018 - Present

- Designed and implemented client and server-side gameplay functionality and systems for a large-scale MMO powered by Astron, Panda3D, and Python, serving over 2 million registered users and supporting thousands of concurrent players.
- Collaborated cross-functionally with developers and artists to create and refine game elements.
- Contributed to the iterative design process, incorporating feedback from players and designers to enhance gameplay experiences.

PROJECTS

Toon Tag Tech Demo Recreation — *Unreal Engine, Blueprints, C++, Autodesk Maya*

- Created an immersive experience replicating the original feel of Epcot from the late 90s and early 2000s with engaging online gameplay.
- Leveraged Unreal Engine's Blueprints for gameplay functionality and network replication, enhancing interactivity and ensuring smooth gameplay.
- Ported 3D assets from Panda3D to Unreal Engine using Autodesk Maya.

Unannounced Fortnite UEFN Experience — *Unreal Editor For Fortnite, Verse (Scripting Language)*

- Specialized in creating unique gameplay experiences within the UEFN environment.
- Developed custom devices and game mechanics using the Verse scripting language, focusing on innovative design and implementation.

TECHNICAL SKILLS

Programming Languages: Python, C#, Java, C++, Verse (Scripting)

Web Development: HTML5, CSS3, JavaScript, MERN Stack, MEAN Stack

Back-End/Cloud Services: RESTful APIs, AWS (Lambda, API Gateway, DynamoDB), GCP

Game Engines: Unity3D, Unreal Engine, Panda3D

Tools: Git, Docker, CI/CD

Databases: MySQL, PostgreSQL

Operating Systems: Linux, Windows