

MARK FRANCALANGIA

+1(860) 867-0116 ♦ Groton, CT 06340

markgasus@gmail.com ♦ [LinkedIn](#)

SUMMARY

As a Computer Science graduate, I specialize in transforming ideas into impactful software solutions. Proficient in Python, C#, Java, full-stack development (MEAN/MERN stacks), and game engines like Unity3D and Unreal Engine, I bring a strong understanding of the software development lifecycle and expertise in object-oriented programming. Driven by collaboration, communication, and problem-solving, I'm eager to contribute to meaningful projects.

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

Software Engineer Intern — *Unity3D, C#* June 2023 - August 2023
Indie.io

- 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.

Volunteer Game Developer — *Panda3D, Astron, Python* March 2018 - Present
Toons of the World Foundation

- 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