Francesco DiPietro

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OBJECTIVE

Currently seeking a job as a game or tools programmer in the game development field. I am an extremely focused individual planning for a career within the professional games industry or a related field. Strong computer skills, team player and fast learner.

SKILLS

Languages
C++, C#, Javascript, Python, Bash, Java, HTML, CSS

Libraries & Frameworks
Node.js, Android SDK, XNA, OpenGL, DirectX, LWJGL

Software
Git, Subversion, Unity3D, Autodesk 3DS Max, Autodesk Maya, Blender, Audacity, Adobe Photoshop, GIMP, Inkscape, Visual Studio

PROJECTS

DelVR: VR Dungeon Creation Web App
Course Project with the Magic Spell Studios
Web app for designing dungeons for role-playing board games with VR viewer. Main engineer for editor funcionality.

Really Make Android Phone App
Freelance Project
A mobile application designed to permit people to fabricate pottery shapes using a 3D virtual potter's wheel.

Kingdom Co-op
Course Project
A networked strategy game created in Unity3D with a team of 3 people with the purpose of exploring asymmetric co-operative experiences.

Arduino Smartwatch
Course Project
A fully-functional Arduino Lilypad powered smartwatch with 3D printed chassis and Android connectivity.

EXPERIENCE

Student at Rochester Institute of Technology
Graduated with a bachelor's degree in Game Development and Design.
Focus:
- Graphics engine design with OpenGL and DirectX
- General game logic and the user experience
- The development process in a team setting

Sept 2012 - Dec 2016
(4 years 4 months)

Innovation and Technology Co-op
Mobile application prototyping within a think-tank.
Responsibilities:
- Finding and researching existing mobile development services for a given case.
- Evaluation of mobile app development tools.
- Backend server setup for prototype development.

June 2016 - Aug 2016
(3 months)
MITRE

Assistant Graphic Architect
On an Android application.
Responsibilities:
- Evaluation of the application's graphic sub-system implementation.
- Finding and discussing failures of the graphic sub-system
- Repairing failures and adding features to help artistic development

Jun 2015 - Aug 2015
(3 months)
ReallyMake LLC

Tech Camps Instructor at internalDrive
Camp counsellor and class instructor.
Responsibilities:
- Creating an engaging learning environment
- Prepare lesson plans and lead activities
- Ensure all students are meeting set curriculum goals
- Apply behaviour management techniques to enforce rules and safety regulations
- Supervise students and maintain a safe environment

Jun 2013 - Aug 2014
(1 year 3 months)
internalDrive Inc.
Chapel-Hill, NC

HONORS

- Dean's List Academic Year 2014-2015, B. Thomas Golisano College of Computing & Information Sciences
- Dean's List Winter Quarter 2012-2013, B. Thomas Golisano College of Computing & Information Sciences
- Dean's List Fall Quarter 2012-2013, B. Thomas Golisano College of Computing & Information Sciences
- VEX Robotics World Championship
- VEX Robotics World Championship Design Challenge 1st Place