

# Francesco DiPietro

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OBJECTIVE	Currently seeking a job as a 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	<div>Languages Javascript, C#, C++, Python, Bash, Java, HTML, CSS</div> <div>Libraries &amp; Frameworks Node.js, Express, React, NodeCG, Android SDK, XNA, OpenGL, DirectX, LWJGL</div> <div>Creation Software UE4, Unity3D, Autodesk 3DS Max, Autodesk Maya, Fusion360, Blender, Audacity, Adobe Photoshop, GIMP, Inkscape, Visual Studio</div> <div>Project Software JIRA, Zephyr, Testrail, Perforce, Git, Subversion</div>		
PROJECTS	<div>Dashboard-controlled Live Stream overlay <i>Volunteer project. Designing and programming tools and overlays for a Twitch.tv stream</i> Various networked bundles implemented with NodeCG to assist in managing a professional-quality live stream.</div> <div>Fragile Equilibrium <i>Development Lead on Course Project with the Magic Spell Studios</i> First concept prototype for a sidescrolling shooter about balacing offence and recovery.</div> <div>Really Make Android Phone App <i>Freelance Project</i> A mobile application designed to permit people to fabricate pottery shapes using a 3D virtual potter's wheel.</div> <div>Kingdom Co-op <i>Course Project</i> A networked strategy game created in Unity3D with a team of 3 people with the purpose of exploring asymmetric co-operative experiences.</div> <div>Arduino Smartwatch <i>Course Project</i> A fully-functional Arduino Lilypad powered smartwatch with 3D printed chassis and Android connectivity.</div>		
EXPERIENCE	<div>Senior Ray Tracing QA Analyst at Epic Games <i>QA analyst for the ray tracing team on Unreal Engine.</i> Responisibilities:<ul style="list-style-type: none"><li>Work closely with small dev team to ensure feature health and meet milestones for partners</li><li>Previous Rendering QA Analyst responsibilities</li></ul></div> <div>Rendering QA Analyst at Epic Games <i>QA analyst for the graphics programming team on Unreal Engine.</i> Responisibilities:<ul style="list-style-type: none"><li>Manage multiple features across 5 teams and 35 developers</li><li>Analyze callstacks, logs, and changelists of crashes to find probable cause for bug assignment</li><li>Performance profiling across all supported platforms</li><li>Plan and develop test coverage for engine features during development</li><li>Report health of features to maintain health of upstream and releases</li><li>Organize and assist testing efforts for product releases</li></ul></div> <div>Software Tester Contractor with Volt at Epic Games <i>Software tester for the Unreal Engine.</i> Responisibilities:<ul style="list-style-type: none"><li>Perform functional and subjective testing on the Unreal Engine</li><li>Research and log detailed bugs to provide concise debugging information</li><li>Test and verify fixes for logged defects</li><li>Training newly hired team memebbers</li><li>Building for and launching to all supported platforms<ul style="list-style-type: none"><li>Consoles: PS4, Xbox One, Switch</li><li>Desktop: Windows, Mac, Linux</li><li>Mobile: Android, iOS, and multiple versions of each</li><li>VR: Oculus, Vive</li></ul></li></ul></div> <div>Student at Rochester Institute of Technology <i>Graduated with a bachelor's degree in Game Development and Design.</i> Focus:<ul style="list-style-type: none"><li>Graphics engine design with OpenGL and DirectX</li><li>General game logic and the user experience</li><li>The development process in a team setting</li></ul></div> <div>Innovation and Technology Co-op <i>Mobile application prototyping within a think-tank.</i> Responsibilities:<ul style="list-style-type: none"><li>Backend server setup for prototype development.</li><li>Finding and researching existing mobile development services for a given case.</li><li>Evaluation of mobile app development tools.</li></ul></div> <div>Assistant Graphic Architect <i>On an Android application.</i> Responsibilities:<ul style="list-style-type: none"><li>Evaluation of the application's graphic sub-system implementation.</li><li>Finding and discussing failures of the graphic sub-system</li><li>Repairing failures and adding features to help artistic development</li></ul></div>	<div>February 2020 - Present (4 months)</div> <div>August 2018 - February 2020 (1 year 6 months)</div> <div>July 2017 - August 2018 (1 year 1 months)</div> <div>Sept 2012 - Dec 2016 (4 years 4 months)</div> <div>June 2016 - Aug 2016 (3 months) MITRE</div> <div>Jun 2015 - Aug 2015 (3 months) ReallyMake LLC</div>	
HONORS	<ul style="list-style-type: none"><li>Dean's List Academic Year 2014-2015, B. Thomas Golisano College of Computing &amp; Information Sciences</li><li>Dean's List Winter Quarter 2012-2013, B. Thomas Golisano College of Computing &amp; Information Sciences</li><li>Dean's List Fall Quarter 2012-2013, B. Thomas Golisano College of Computing &amp; Information Sciences</li><li>VEX Robotics World Championship</li><li>VEX Robotics World Championship Design Challenge 1st Place</li></ul>		