

# Francesco DiPietro

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<b>OBJECTIVE</b>	Currently seeking an internship from April to December 2016. 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.		
<b>SKILLS</b>	<b>Languages</b> C++, C#, Javascript, Python, Bash, Java, HTML, CSS <b>Libraries &amp; Frameworks</b> Node.js, Android SDK, XNA, OpenGL, DirectX, LWJGL <b>Software</b> Git, Subversion, Unity3D, Autodesk 3DS Max, Autodesk Maya, Blender, Audacity, Adobe Photoshop, GIMP, Inkscape, Visual Studio		
<b>PROJECTS</b>	<b>DelVR: VR Dungeon Creation Web App</b> <i>Course Project</i> Web app for designing dungeons for role-playing board games with VR viewer. Main engineer for editor functionality. <b>Really Make Android Phone App</b> <i>Freelance Project</i> A mobile application designed to permit people to fabricate pottery shapes using a 3D virtual potter's wheel. <b>Kingdom Co-op</b> <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. <b>Arduino Smartwatch</b> <i>Course Project</i> A fully-functional Arduino Lilypad powered smartwatch with 3D printed chassis and Android connectivity.		
<b>EXPERIENCE</b>	<b>Student at Rochester Institute of Technology</b> <i>Pursuing 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>	Sept 2012 - Present (4 years 4 months) Graduating winter of 2016	
	<b>Innovation and Technology Co-op</b> <i>Mobile application prototyping within a think-tank.</i> Responsibilities: <ul style="list-style-type: none"><li>• Finding and researching existing mobile development services for a given case.</li><li>• Evaluation of mobile app development tools.</li><li>• Backend server setup for prototype development.</li></ul>	June 2016 - Aug 2016 (3 months) MITRE	
	<b>Assistant Graphic Architect</b> <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>	Jun 2015 - Aug 2015 (3 months) ReallyMake LLC	
	<b>Tech Camps Instructor at internalDrive</b> <i>Camp counsellor and class instructor.</i> Responsibilities: <ul style="list-style-type: none"><li>• Creating an engaging learning environment</li><li>• Prepare lesson plans and lead activities</li><li>• Ensure all students are meeting set curriculum goals</li><li>• Apply behaviour management techniques to enforce rules and safety regulations</li><li>• Supervise students and maintain a safe environment</li></ul>	Jun 2013 - Aug 2014 (1 year 3 months) internalDrive Inc. Chapel-Hill, NC	
<b>HONORS</b>	<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>		