Mark Lipina

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Objective

Seeking a programming-centric internship or co-op

Education

ROCHESTER INSTITUTE OF TECHNOLOGY | BACHELORS OF SCIENCE, GAME DESIGN & DEVELOPMENT | **EXPECTED 2020**

· 3.64 GPA

HUDSON VALLEY COMMUNITY COLLEGE | ASSOCIATES OF SCIENCE, COMPUTER SCIENCE | **2015 – 2017**

· Advanced Java Programming, C++ Programming, Data Structures, Assembly Language and Computer Architecture

Skills

· **Programming Languages** : C#, C++, Java, Python, JSON, HTML, CSS, PHP, Assembly
· **Game Engines** : Unity 3D, MonoGame, GameMaker, Unreal Engine
· **Software** : Git Version Control, Visual Studio, IntelliJ, Eclipse

Work Experience

· **Teachers Assistant |** Rochester Institute of Technology | **Rochester, NY |** September 2018 – present
· I help teach students C# programming, grade assignments and help professor with creating assignments, 14 hours/week
· **Lab Tutor** | Hudson Valley Community College | **Troy, NY |** January 2017 – May 2017
· I tutored computer science, engineering and math students roughly 8 hours a week

Projects

AWAKE( ) | SOLO DEV **| 3D ACTION RPG PROTOTYPE (C# / UNITY)** | DEC 2017 – TODAY

· Implemented custom 3D physics system using Unity 2D (added custom z-axis, forces and collision implementation)
· Custom built 3D A* pathfinding system
· Wrote shaders for stylized depth effect and dynamic shadow-masking (HLSL/Cg)

STEALTH COOKING | DESIGNER, ARTIST **| LUDUM DARE 41 (C# / UNITY) |** SEPT 2018

· Contributed to design, UI, and art as part of 4-person team

MONSTER DATING SIMULATOR | SOLO DEV **| (C# / UNITY) |** OCT 2017 - DEC 2017

· Implemented a JSON based, dynamic directed graph system for rapid implementation of nonlinear dialogue in a visual novel

SCI FI SAMURAI | DESIGNER, ARTIST **- IMAGINE CUP (C# / UNITY) |** OCT 2017

· Created player animations and designed player movement as part of 4-person team

CUSTODI-MAN | DESIGNER, ARTIST **- HEROJAM (C# / UNITY) |** OCT 2017

· Created player animations, UI and contributed to design of game as part of 4-person team

"REVERSI" | PROGRAMMER **| PC BOARD GAME (JAVA) |** OCT 2017

· Programmed a multiplayer client-server implementation of the board game Reversi

Activities

· **RIT Game Dev Club** – Liaison, executive board member – communicate with other clubs, coordinate events, present topics
· **ROC Game Dev – Member -** Group of local professional and hobbyist developers, I give monthly demos of new features I've made