Mark Lipina

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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**

Skills

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

Work Experience

· **Software Developer Co-Op** | FM Global | **Johnston, RI** | January 2019 – present
  · I develop .NET Web APIs for consumption other devs in the company in an Agile environment. 40 hours/week
  · I also write unit tests, and test harnesses for those APIs to simulate different levels of traffic
· **Teachers Assistant** | Rochester Institute of Technology | **Rochester, NY** | September 2018 – present
  · I helped 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
· Designed and implemented combo-based combat system
· Wrote shaders for stylized depth effect and dynamic shadow-masking (HLSL/Cg)

SNAPPED | PROGRAMMER, DESIGNER | **SURVIVAL HORROR (C++ / UNREAL ENGINE)** | JAN 2019 - TODAY

· A survival horror game where you can only see the monster in photos taken with your polaroid style camera
· Working on team of 2
· Implemented camera capture mechanic, created custom material for monster, created demo level

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 dynamically-loaded dialogue trees for rapid iteration of dialogue trees (JSON)

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