Mark Lipina

Cell	Email	Website	Github
(518)-817-5499	mlipina1234@gmail.com	mlipina1234.github.io	https://github.com/mlipina1234

Skills

- **Languages** : C#, C++, HLSL, Java, Python, SQL
- **Engines & Frameworks** : Unreal Engine, Unity, MonoGame, GameMaker
- **Misc. Software** : Git, Azure DevOps, Visual Studio, Wwise, .NET, IntelliJ, Eclipse

Work Experience

- **Software Developer Co-Op | FM Global | Johnston, RI | JAN 2019 – JUN 2019**
  - Developed .NET Web APIs for internal consumption by other applications on an Agile development environment. *(40 hours/week)*
  - Wrote unit & integration tests for APIs and other applications developed by my team
- **Teachers Assistant | Rochester Institute of Technology | Rochester, NY | SEPT 2018 - DEC 2018, SEPT 2019 - Present**
  - Help teach students beginner C# programming (basic OOP, data structures, & design patterns) *(14 hours/week)*
- **Lab Tutor | Hudson Valley Community College | Troy, NY | January 2017 – May 2017**
  - Tutored students on computer science, engineering and math *(8 hours/week)*

Projects

PHANTOM FRAME | PROJECT LEAD | SURVIVAL HORROR GAME (UNREAL ENGINE / C++ & BLUEPRINTS) | JAN 2019 - PRESENT

- Managing a 5-person multidisciplinary team
- Implemented a 'photograph' mechanic using scene captures and render targets
- Hold weekly meetings, plan out tasks for members, ensure deadlines are met, communicate with external organizations
- Integrated Wwise audio pipeline into project

EXALT | SOLO DEV | 3D ACTION RPG (C# / UNITY) | DEC 2017 – PRESENT

- Implemented custom 3D AABB physics system using Unity 2D to compliment stylized visual style + perspective
- Implemented A* pathfinding to allow AI agents to traverse the 3D environment
- Designed and implemented real time combat system
- Wrote shaders for stylized depth effect and dynamic shadow-masking (HLSL/Cg)

JSNIPER | SOLO DEV | (JAVASCRIPT, PIXI JS) | DEC 2018

- Created a simple web-based sniping game for a web development class project
- Playable at https://people.rit.edu/~mal4739/230/JSniper/game.html

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

- Implemented dynamically-loaded dialogue trees for faster iteration of dialogue writing and testing (JSON)

Education

ROCHESTER INSTITUTE OF TECHNOLOGY | BACHELORS OF SCIENCE, GAME DESIGN & DEVELOPMENT | EXPECTED 2020 | (GPA: 3.54)

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

Activities

- **RIT Game Dev Club** – **Liaison** – communicate with other clubs & organizations, 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