

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