

Mark Lipina

Address	Cell	Email	Website	GitHub
12 Barrington Ct., Schenectady, NY, 12309	(518)-817-5499	mlipina1234@gmail.com	mlipina1234.github.io	github.com/mlipina1234

Skills

- **Languages** : C#, C++, UE4 Blueprints, Java, SQL, Python, Assembly
- **Game Engines** : Unity, Unreal Engine, MonoGame, GameMaker,
- **Software** : Git, Azure DevOps, Visual Studio, .NET, IntelliJ, Eclipse

Work Experience

- **Software Developer Co-Op | FM Global | Johnston, RI | January 2019 – June 2019**
 - Developed .NET Web APIs for internal consumption by other applications on an Agile development environment
 - Wrote unit & integration tests for APIs and other applications developed by my team
- **Teachers Assistant | Rochester Institute of Technology | Rochester, NY | September 2018 – December 2018**
 - Taught students beginner C# programming and basic OOP
 - Assisted professor with creating and grading assignments
- **Lab Tutor | Hudson Valley Community College | Troy, NY | January 2017 – May 2017**
 - Tutored computer science, engineering and math topics for students roughly 8 hours a week

Projects

AWAKE() | SOLO DEV | 3D ACTION RPG (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 elemental combo-based real time combat system
- Wrote shaders for stylized depth effect and dynamic shadow-masking (HLSL/Cg)

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

- Leading a 3-person team to create a horror game where you photograph invisible monsters with an enchanted camera
- Using blueprints to implement gameplay code and created custom materials for “invisible” monster

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

- Designed & implemented a simple web-based sniping game for a 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

- 3.64 GPA

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

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