Mark Lipina

Cell	Email	Website	Github
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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

Projects - *(see more at mlipina1234.github.io)*

Phantom Frame | Project Lead **| Survival Horror Game (Unreal Engine / C++ & Blueprints) |** Jan 2019 - Present
- Managing a 10-person multidisciplinary team
- Directing and supporting 7 3D artists toward a unique "noir graphic novel" aesthetic
- Implementing and modifying shaders and materials to achieve our desired aesthetic and emulate polaroid camera behaviour
- Implementing gameplay code for door interactions and, photo capture
- Hold weekly meetings, assign tasks to 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 and 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 on my portfolio site

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)

Work Experience

Teaching Assistant | Rochester Institute of Technology **| Rochester, NY |** SEPT 2018 - DEC 2018, SEPT 2019 - DEC 2019
- Help teach students beginner C# programming (basic OOP, data structures, & design patterns) *(14 hours/week)*

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
- Participated actively in API design review meetings

Education

Rochester Institute of Technology | Bachelors of Science, Game Design & Development | **Expected JUNE 2021** | (GPA: 3.63)

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