

# 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**

- Advanced Java Programming, C++ Programming, Data Structures, Assembly Language and Computer Architecture

## 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, IntelliJ, Eclipse

## Work Experience

- **Teachers Assistant | Rochester Institute of Technology | Rochester, NY | September 2018 – present**
  - I help 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
- Wrote shaders for stylized depth effect and dynamic shadow-masking (HLSL/Cg)

**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 a JSON based, dynamic directed graph system for rapid implementation of nonlinear dialogue in a visual novel

**SCI FI SAMURAI | DESIGNER, ARTIST - IMAGINE CUP (C# / UNITY) | OCT 2017**

- Created player animations and designed player movement as part of 4-person team

**CUSTODI-MAN | DESIGNER, ARTIST - HEROJAM (C# / UNITY) | OCT 2017**

- Created player animations, UI and contributed to design of game as part of 4-person team

**"REVERSI" | PROGRAMMER | PC BOARD GAME (JAVA) | OCT 2017**

- Programmed a multiplayer client-server implementation of the board game Reversi

## 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