Mark Lipina

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# 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