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