

Kyle Zielinski

Education

Rochester, NY

Rochester Institute of Technology

August 2022

Bachelor of Science: Game Design & Development
GPA: 3.83 - Summa Cum Laude
Awards: Dean's List - 2018-2022

Skills

Languages:

- ♦ C++17, C# - 4 years
- ♦ JS (React), Python - 1 year

Tools:

- ♦ Git, Perforce, Jira, VS Software, PIX, Unity
- ♦ 3D APIs (DirectX/Vulkan/OpenGL)

Projects

The System - [Unity 2020 LTS]

January 2023 - Present

- ♦ Developed Metroidvania-style game for submission showcase
- ♦ Wrote entity physics interactions, combat mechanics, and player save scripts

Graphics Renderers - [C++ & DirectX11/12 API]

November 2021 - Present

- ♦ Renderer - Application that showcases indirect lighting, particles, refraction and more
- ♦ Calculator - Second application that showcases understanding of 3D math concepts

Ao Shu - [Unity 2020 LTS]

January 2022 - May 2022

- ♦ Role-playing Hack and Slash game developed in Unity with a focus on spell-based combat
- ♦ Worked as Programming Team Lead with Master's students from the College of Art and Design
- ♦ Assigned tasks and collaborated various teams to address bugs/issues within the project

Cronocrab - [C# Native & Monogame]

January 2019 - May 2019

- ♦ Top-down adventure game created in a team of four students
- ♦ Handled designing of levels, level implementation, and quality assurance of final product

Experience

Undergraduate Research - University of Rochester

June-August 2022

- ♦ Evaluated and debugged the open-source project Xemu for the Strong National Museum of Play
- ♦ Navigated through Linux OS and large codebases independently
- ♦ Became familiar with the C language, system diagrams, and build systems

Software Engineering Intern - Beamable

May-August 2020

- ♦ Insured quality in scripts created for Beamable Unity package
- ♦ Added multiplayer to the Beamable demonstration game to showcase server features
- ♦ Worked in an Agile environment with Jira assigned tasks, sprints, and one-on-ones