

Kyle Zielinski

359 Monson Turnpike Road Ware, MA | 413-813-5447 | kizielinski219@gmail.com | linkedin.com/in/kyle-zielinski/

Education

- Rochester Institute of Technology
- Bachelor of Science: Game Design & Development
- Graduation Date: May 2022
- GPA: **3.83** [Graduation Honors: Summa Cum Laude]
- RIT Presidential Scholarship
- Dean's List: Golisano College of Computing Sciences (2018-2022)
- Outstanding Undergraduate Scholar Award (2018-2022)

Skills

- Languages: C++11, HLSL/GLSL, C# (Native, Monogame, Unity)
- Tools: Visual Studio, Git, Perforce, PIX
- API Experience: **DirectX11/12, Vulkan 1.2**
- Software: Unity, Unreal, Maya/Blender, Photoshop, OBS Studio

Projects

- **Graphics Renderers (DirectX11 & Vulkan)** (November 2021-Present)
 - Two C++ programs that explore various features of graphics programming. Some features include PBR, Refraction, Indirect Lighting, Multiple Render Targets, Particles, and Ambient Occlusion
 - Completed understanding of the DirectX(11/12) and Vulkan Graphics pipelines
 - Worked within both HLSL and GLSL shaders to render scenes correctly
- **Ao Shu** (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 to team members and met with design and testing teams to work on implementation and address bugs/issues within the project
- **Cronocrab** (January-May 2019)
 - Top-down adventure game created in a team of four students, which made use of C# Native and Monogame Libraries to create an immersive experience for the player in terms of learning and strategy

Experience

University of Rochester

- Undergraduate Research** (June-August 2022)
- Paid position to explore and debug the open-source emulator project Xemu for the Strong National Museum of Play
 - Learned how to navigate through Linux OS and large codebases independently
 - Became more familiar with the C language, system diagrams, and build systems

Beamable

- Engineering Intern** (May-August 2020)
- Developed features within the Unity showcase package for Beamable's game development service
 - Worked on their demonstration game, which showcased their server features
 - Worked in a team environment with Jira assigned tasks, code reviews, and one-on-ones