

# Kyle Zielinski

## Education

---

### Rochester Institute of Technology

Bachelor of Science: Game Design & Development

Awards: Dean's List - 2018-2022, RIT Presidential Scholarship

GPA: 3.8 – *summa cum laude*

## Skills

---

### Languages:

- ♦ C++17, C# (.Net)
- ♦ JS (React, WebGL), Python
- ♦ HTML/CSS, HLSL/GLSL

### Tools:

- ♦ Git, Perforce, Atlassian, VS Software, PIX
- ♦ Unity, Unreal Engine 5, MonoGame
- ♦ 3D APIs (DirectX/Vulkan/OpenGL)

## Projects

---

### The System - [Unity 2020 LTS]

January 2023 – May 2023

- ♦ Designed Metrovania-style game for RIT Maker Program showcase
- ♦ Developed entity physics interactions for hazards and player/enemy combat

### Graphics Renderer - [C++ & DirectX11/12 API]

November 2021 – May 2023

- ♦ Renderer - Application that showcases indirect lighting, particles, refraction and more
- ♦ Utilizes DirectX11 and was built from an initial class demo into a custom rendering engine

### Ao Shu - [Unity 2020 LTS]

January 2022 - May 2022

- ♦ Role-playing 3D Unity game with a focus on developing a polished vertical slice
- ♦ Worked as Programming Team Lead with Master's students from ArtCenter College.
- ♦ Assigned tasks and led meetings with various disciplines to address bugs/issues within the project

### Cronocrab - [C# Native & Monogame]

January 2019 - May 2019

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

## Experience

---

### Xemu: Original Xbox Emulator Research - University of Rochester

June-August 2022

- ♦ Evaluated and debugged the open-source project Xemu for the Strong National Museum of Play
- ♦ Utilized the Maven build system, Linux terminal commands with CMake, and GDB within the project
- ♦ Developed within the C language, created system diagrams, and learned about hardware emulation

### Software Engineering Intern - Beamable

May-August 2020

- ♦ Fixed design quality issues within the Beamable Unity package format
- ♦ Added multiplayer to the demonstration game showcasing server features
- ♦ Collaborated across departments to design new package features and infrastructure
- ♦ Helped team planning via Atlassian software and learned great pacing from the Agile-based environment