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Kyle Zielinski

Education

Rochester, NY **Rochester Institute of Technology** **Grad 2022**

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

Skills

Languages:
- C++17, C#
- JS (React), Python

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

Projects

The System - [Unity 2020 LTS] **January 2023 - Present**
- Designed Metrodvania-style game for RIT Maker Program showcase
- Developed entity physics interactions for hazards and player/enemy combat

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 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 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
- Independently navigated Linux OS and the Xemu open-source codebase
- Developed within the C language, system diagrams, and build systems

Software Engineering Intern - Beamable **May-August 2020**
- Ensured design quality in Beamable Unity package format
- Added multiplayer to the demonstration game showcasing server features
- Collaborated across departments to design new package features and infrastructure
- Worked in an Agile environment and helped team create/assign Jira tasks