

(313) 909-1273
loporto.kat@gmail.com

Leo LoPorto

PROFESSIONAL SUMMARY

Senior Computer Science student with a focus on game design and development. Extensive knowledge of C++ and C#, along with the Unity engine. While at University of Michigan, I have been a member of WolverineSoft studio, a 30 student game studio focused on game creation through an agile development style within a 3 month long period.

WEBSITE/PORTFOLIO

<https://loportol.github.io/>

SKILLS

Programming Languages: C/C++, C#, HTML, Python, Java, JavaScript

Applications: Unity, Wwise, Github, Atlassian Suite, Zoom.us, FLStudios, Audacity, AbletonLive11

Operating Software: MacOS, Microsoft Windows

Technical Skills: Audio Production, Mixing

Soft Skills: Collaboration, Adaptability, Creativity, Strong Work Ethic

NOTABLE WORK

Legend of Zelda Unity Remake

Winter 2023

- A complete remake of the original Legend of Zelda's first temple. This was made completely in **Unity** in a **two person team** using **Github** and **JIRA** project management support.

Shroom Doom - Single Player Puzzle Platformer Prototype

Winter 2023

- Through a **2 week development cycle**, I **independently** created the puzzle platformer, Shroom Doom using **Unity**. Using the **Publish-Subscribe software design pattern**, I created a single player platformer where the player must infect non-playable characters and maneuver them around the map to complete puzzles.

Project Light Prototype @ WolverineSoft Studio, UofM-Ann Arbor

Summer 2022

- Throughout a **3 month development cycle**, I worked within a **19 person game development studio** to create the prototype for the eventual published game, Subtension. Subtension is a case study of the game Faster than Light and is currently available on Steam. I was part of a **3 person audio team** where we focused on **audio creation and implementation using Wwise and Unity**.

EDUCATION

UNIVERSITY OF MICHIGAN — *BS in Computer Science*

SEPTEMBER 2019 - DECEMBER 2023, ANN ARBOR, MI

UM College of Engineering, 3.0 GPA

ORGANIZATIONS

Michigan Marching Band, University of Michigan

August 2019 - Present

- Consistently spend upwards of 20 hours a week rehearsing, performing, and perfecting a musical show, and improving as a musician.

WolverineSoft, University of Michigan

June 2022 - Present

- A student-led organization of roughly 30 members focused on game development using an industry based work structure. Using the Agile development method, we create and publish a fully fleshed out game every semester.
- The organization is sectioned into various departments to represent each facet of game development. I work within the audio department and specialize in audio creation and implementation.