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Leo LoPorto

PROFESSIONAL SUMMARY

Senior Computer Science student with a focus on game design and development who is used to a collaborative environment and brings a strong creative presence to the game dev process. 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 three month long period.

EDUCATION

UNIVERSITY OF MICHIGAN — *BS in Computer Science*

SEPTEMBER 2019 - PRESENT, ANN ARBOR, MI

UM College of Engineering, 3.0 GPA

PROSPECTIVE GRADUATION: DECEMBER 2023

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, Creativity, Adaptability, Strong Work Ethic

NOTABLE WORK

Legend of Zelda Unity Remake   *Winter 2023*

➔ Collaborated within a **two-person team** to successfully recreate the Legend of Zelda in **Unity** over a **three week development period.**
➔ Organized the project using **Github** and **Jira** project management support.

Shroom Doom - Single Player Puzzle Platformer Prototype   *Winter 2023*

➔ **Independently** created the puzzle platformer, Shroom Doom using **U**nity throughout a **2 week development cycle.**
➔ Used the **Publish-Subscribe software design pattern** to create 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*

➔ Worked within a **19 person game development studio** to create the prototype for the eventually published game, Subtension, during a **3 month development cycle**.
➔ **Created and implemented** various sound effects and music **using Wwise and Unity** as a member of a **3 person audio team**.
➔ Extensively **documented all work done in development** using **Confluence** software to prepare the next semester's team in order to finish the project.

ORGANIZATIONS

WolverineSoft, University of Michigan   *June 2022 - Present*
➔ Work within a student-led organization of roughly 30 members focused on game development using an industry based work structure.
➔ Create and publish a fully fleshed out game every semester, using Agile project management.
➔ Specialize in audio creation and implementation within the audio department.

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.