

# KT LoPorto

**Phone:** (313) 909-1273 • **Email:** [loporto.kat@gmail.com](mailto:loporto.kat@gmail.com) • **Website/Portfolio:** <https://loportol.github.io/>

## EDUCATION

---

### UNIVERSITY OF MICHIGAN

*Bachelor of Science in Engineering, Major in Computer Science*

Ann Arbor, MI

September 2019 - December 2023

## SKILLS

---

- **Programming Languages:** C/C++, C#, HTML, Python, Java, JavaScript
- **Applications:** Unreal Engine 5, Unity, Git, Jira, Confluence, AutoCAD, General HydroStatics (GHS)
- **Technical Skills:** Object-oriented Programming, VR application development, Quality Assurance and Testing, PCB Design, Soldering

## EXPERIENCE

---

### PROJECT QUEST @ WOLVERINESOFT STUDIO, UOFM-ANN ARBOR

#### Lead QA Engineer and Programmer

August 2023 - Present

- Created and assigned JIRA tasks to a 15-person programming team on a 50-person turn-based RPG Unity project in order to preserve the code base and manage bugs
- Mentored QA Engineers to bring projects to higher levels of polish by conducting rigorous playtests, teaching effective bug reporting methods, and squashing high level errors
- Reviewed and merged pull requests and facilitated interdepartmental communication to successfully oversee team members progress and ease cross functional work

### CELLOSSEUM @ WOLVERINESOFT STUDIO, UOFM-ANN ARBOR

#### QA Engineer and Programmer

June 2023 - August 2023

- Built a player upgrade and mod system within a 38-person studio to create a rogue-like bullet hell Unity game
- Managed weekly playtesting session by documenting key bugs using Confluence software and encouraging communication between designers and programmers

## PROJECTS

---

### UNREAL ENGINE 5 VR CLASSROOM SIMULATOR

September 2023 - October 2023

**Skills used:** Unreal Engine 5 VR Mode, GitLab, Atlassian Suite, Blender

- Co-led team to successfully recreate a classroom on UofM-Ann Arbor's North Campus within a VR Space
- Worked extensively with Unreal Engine 5 and the Meta Quest Pro in order to develop and test an authentic VR experience
- Developed various interactive systems with the simulation, including lights, whiteboard, fire alarms, and copy machines

### METALLURGY - UNITY 2D ROGUE-LIKE GAME

March 2023 - May 2023

**Skills used:** Unity 2D, Unity Animator, Unity Timeline and Cinemachine, GitHub, Atlassian Suite

- Developed an original rogue-like action platformer within a team of 5 developers over a 6 week period
- Collaborated on procedural world generation, unlockable upgrade, and dialogue systems
- Lead development on all animation, cutscenes, and GUI

### RELATIONAL DATABASE MODEL

March 2022

**Skills used:** C++

- Built a program to emulate a relational database with an interface based on a subset of a standard query model
- Evaluated runtime and storage tradeoffs for storing and accessing data contained in multiple data structures

## ORGANIZATIONS

---

### MICHIGAN MARCHING BAND, UOFM-ANN ARBOR

August 2019 - April 2023

- Consistently spend upwards of 20 hours a week rehearsing, performing, and perfecting a musical show, and improving as a musician
- Learned strict dedication by perfecting halftime performances in less than a week within a 350+ person musical group