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Leo LoPorto

PROFESSIONAL SUMMARY

Experienced 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, which mimics industry game creation through an agile development style.

WEBSITE/PORTFOLIO

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

SKILLS

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

Applications: Unity, Github, Microsoft Office, G Suite, Zoom.us, Atlassian Suite, Wwise

Operating Software: MacOS, Microsoft Windows, Linux

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 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.

Subtension

Summer 2022

- Throughout a 3 month development cycle, I worked with WolverineSoft studio to create the published game, Subtension. Subtension is a case study of the game Faster than Light and is currently available on Steam. I primarily worked in audio creation and implementation.

EDUCATION

UNIVERSITY OF MICHIGAN — *Bachelor of Science in Computer Science*

SEPTEMBER 2019 - PRESENT, ANN ARBOR, MI

UM College of Engineering

Prospective Graduation: DECEMBER 2023

ORGANIZATIONS

Michigan Marching Band, University of Michigan August 2019 -Present

- Auditioned and achieved 16th chair trombone
- 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 sound effect creation and implementation.