

# Demitri Lucien Clark

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<b>OBJECTIVE</b>	Seeking a software development co-op/internship using <i>C++, Java, JavaScript, Python, Unity or Unreal Engine</i> . Available Summer 2026.
<b>EDUCATION</b>	<b>Rochester Institute of Technology, Golisano College of Computing and Information Sciences</b> <i>Bachelor of Science, Software Engineering</i> <span style="float: right;"><i>Anticipated May 2029</i></span> • Recipient of the Founders Scholarship <b>Relevant Coursework:</b> Web Engineering, Engineering of Software Subsystems, Discrete Math for Computing, Personal Software Engineering
<b>SKILLS</b>	<b>Technical Skills:</b> Angular, React, Photoshop, Illustrator, Premiere Pro, Blender, Roblox Developer Studio, Wordpress, Microsoft Access, Digital Fusion, Touch Designer <b>Programming Languages:</b> C++, Java, Javascript, Lua, Python, PHP, SQL, HTML, CSS <b>Operating Systems:</b> Windows, MacOS
<b>PROJECT EXPERIENCE</b>	<b>Swing</b> <span style="float: right;"><b>January 2025 - Present</b></span> • Developed a Mob Pathfinding system capable of traversing complex terrain while attacking players. • Created and managed databases consisting of player-save information using RobloxEngine API. • Developed Synchronized in-game events with cross-server-communication using MessagingServiceAPI. • Modeled 3D assets consisting of swords, foliage, trees, buildings, and items using Blender. • Designed and implemented functional user interfaces using Adobe Photoshop and Illustrator. <b>Noteley</b> <span style="float: right;"><b>September 2024</b></span> • Developed web-based notetaking and organization application using Javascript and PHP. • Created and managed a database consisting of user notes using SQL and Dbeaver. • Used Spline to create and design interactive components for the launch page.
<b>EXPERIENCE</b>	<b>TRICKDIGITAL</b> <span style="float: right;"><b>Lancaster, PA</b></span> <b>Digital Media Intern</b> <span style="float: right;"><b>December 2023 - Present</b></span> • Paid Internship at TrickDigital, a Creative Technology Company in which I assisted in several kinds of commercial projects including website design, backend database systems, and animation/video editing using a variety of mediums including: Java, Python, Microsoft Access, Adobe Illustrator, Photoshop, Digital Fusion, Premiere Pro, Wordpress, and Touch Designer. Responsible for Miscellaneous Website Maintenance and Production Art.
	<b>GIANT</b> <span style="float: right;"><b>Lancaster, PA</b></span> <b>Produce Team Member</b> <span style="float: right;"><b>June 2025 - Present</b></span> • Distributed, stocked, and prepared a variety of produce items for the produce section at GIANT foodstore in Lancaster, Pennsylvania • Helped the department manage a significant workload during a staff shortage, adjusting the workload to a manageable level for the team.
<b>LEADERSHIP EXPERIENCE</b>	<b>Total Studios</b> <span style="float: right;"><b>January 2025</b></span> • Founder and Lead Developer for Total Studios, a video game studio based in Pennsylvania. <b>Rochester Institute of Technology Skateboard Club Instructor</b> <span style="float: right;"><b>June 2025</b></span> • Former and current instructor for the skateboarding club at RIT, teaching and providing instruction for beginner and advanced levels of skateboarding.
<b>PERSONAL INTERESTS</b>	<b>UI/GFX Design</b> <span style="float: right;"><b>January 2019 - Present</b></span> • Pursued throughout school as a necessity for personal projects. Commissioned several times for Roblox Games and Youtube