Demitri Lucien Clark

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OBJECTIVE Seeking a software development or game development co-op/internship. Available Summer 2026

EDUCATION **Rochester Institute of Technology, Golisano College of Computing and Information Sciences**
Bachelor of Science, Software Engineering   *Anticipated May 2029*
· Recipient of the Founders Scholarship
Relevant Coursework: Web Engineering, Engineering of Software Subsystems, Discrete Math for Computing, Personal Software Engineering

SKILLS **Technical Skills:** Git, Angular, React, Flask-RESTful, Photoshop, Illustrator, Premiere Pro, Blender, Roblox Developer Studio, Wordpress, Microsoft Access, Digital Fusion, Touch Designer,
Programming Languages: C++, C#, Java, Javascript, Lua, Python, PHP, SQL, HTML, CSS, C

PROJECT EXPERIENCE

Carbox   **December 2025**
· Developed a car search application using React and Python that dealerships can adopt to let their customers browse a vehicle inventory dynamically by filtering specifications.
· Utilized PostgreSQL database and Flask RESTful API to manage communication between frontend and backend.
· Followed version control practices using Git to manage code changes and feature development.

Swing   **January 2025 - Present**
· 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.

EXPERIENCE

TRICKDIGITAL   **Lancaster, PA**
Digital Media Intern   **December 2023 - Present**
· 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.

GIANT   **Lancaster, PA**
Produce Team Member   **June 2025 - Present**
· 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.

LEADERSHIP EXPERIENCE

Total Studios   **January 2025**
· Founder and Lead Developer for Total Studios, a video game studio based in Pennsylvania.
Rochester Institute of Technology Skateboard Club Instructor   **June 2025**
· Former and current instructor for the skateboarding club at RIT, teaching and providing instruction for beginner and advanced levels of skateboarding.

PERSONAL INTERESTS

UI/GFX Design   **January 2019 - Present**
· Pursued throughout school as a necessity for personal projects. Commissioned several times for Roblox Games and Youtube