

Kyle Zielinski

Education

Rochester Institute of Technology

Bachelor of Science: Game Design & Development

Awards: Dean's List - 2018-2022, RIT Presidential Scholarship

GPA: 3.8 – *summa cum laude*

Skills

Languages:

- ◆ C++17, C# (.Net)
- ◆ JS (React, WebGL), Python
- ◆ HTML/CSS, HLSL/GLSL

Tools:

- ◆ Git, Perforce, Atlassian, VS Software, PIX
- ◆ Unity, Unreal Engine 5, MonoGame
- ◆ 3D APIs (DirectX/Vulkan/OpenGL)

Projects

The System - [Unity 2020 LTS]

January 2023 – May 2023

- ◆ Designed Metrovania-style game for RIT Maker Program showcase
- ◆ Developed entity physics interactions for hazards and player/enemy combat

Graphics Renderer - [C++ & DirectX11/12 API]

November 2021 – May 2023

- ◆ Renderer - Application that showcases indirect lighting, particles, refraction and more
- ◆ Utilizes DirectX11 and was built from an initial class demo into a custom rendering engine

Ao Shu - [Unity 2020 LTS]

January 2022 - May 2022

- ◆ Role-playing 3D Unity game with a focus on developing a polished vertical slice
- ◆ Worked as Programming Team Lead with Master's students from ArtCenter College.
- ◆ Assigned tasks and led meetings with various disciplines to address bugs/issues within the project

Cronocrab - [C# Native & Monogame]

January 2019 - May 2019

- ◆ Top-down adventure game created with four students
- ◆ Handled designing of levels, level implementation, and quality assurance of the final product

Experience

Xemu: Original Xbox Emulator Resarch - University of Rochester

June-August 2022

- ◆ Evaluated and debugged the open-source project Xemu for the Strong National Museum of Play
- ◆ Utilized the Maven build system, Linux terminal commands with CMake, and GDB within the project
- ◆ Developed within the C language, created system diagrams, and learned about hardware emulation

Software Engineering Intern - Beamable

May-August 2020

- ◆ Fixed design quality issues within the Beamable Unity package format
- ◆ Added multiplayer to the demonstration game showcasing server features
- ◆ Collaborated across departments to design new package features and infrastructure
- ◆ Helped team planning via Atlassian software and learned great pacing from the Agile-based environment