Marc Christello

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EDUCATION

Rochester Institute of Technology   Rochester, NY
Bachelor of Science   Graduating May 2028
Computer Engineering; Cumulative GPA 3.38

TECHNICAL SKILLS

Areas of Knowledge: Digital Systems, Game Development, Trouble Shooting, 3D Printing, Operating Systems
Software: Model-Sim, Quartus Prime, Visual Studio, Visual Studio Code, Unreal Engine 5, Version Control/Git
Programming Languages: Java, C++, Python, VHDL, Assembly

UNIVERSITY PROJECTS

Personal Website | Christello.com   Sep 2024 – Present
- Created a personal website to display projects and information
- Utilized HTML, CSS, and JavaScript to implement Spotify API and Steam API

CSCI-142 Computer Science 2 | Freshman final Project "Hoppers"   April 2024 – May 2024
- Recreated the board game "Hoppers" using Java and JavaFX
- Utilized object-oriented programming techniques to process user inputs and game rules, ensuring the return of the appropriate outputs

WORK EXPERIENCE

Rochester Institute of Technology   Rochester, NY
Undergraduate Teaching Assistant   Aug 2024 – Present
- Assisting adjunct professor, Jeffrey Lange, in Lab Administration for Introduction to Computer Engineering (CMPE-110) by assisting students in the lab and explaining concepts of computer engineering

Resident Advisor (RA)   Aug 2024 – Present
- Fostering relationships among 33 first- and second-year residents by organizing floor events and providing counseling on academic and personal questions/concerns
- Managing administrative duties such as budgeting, maintenance requests, incident reports, and room transfers

Triple Threat Games   Rochester, NY
Software Engineer   May 2024 – Present
- Collaborating with a team of 50 to 60 artists, modelers, and engineers developing ExoRush, a futuristic multi-player First Person Shooter (FPS) game with advanced movement and a futuristic setting
- Researching game engine documentation to improve game functionality and performance
- Creating unified modeling language class diagrams and execution flowcharts to facilitate the readability of code
- Utilizing object-oriented programming to create a well-optimized game on Windows and Linux systems

Rapid Car Wash   Rochester, NY
Car Wash Attendant   Sep 2021 – Present
- Assisting in equipment repairs, contributing to the smooth functioning of the car wash facility
- Operating heavy machinery safely, performing car wash services with attention to detail and efficiency
- Demonstrating exceptional customer service, ensuring a positive experience for every patron

ADDITIONAL

Languages: Spanish (Intermediate)
Extra-Curricular: RIT Pep Band (Saxophone, 2023-Present), RITSEC (2024-Present), RIT Racing (2024-Present)
Awards: Fairport High School Track and Field SparkPlug Award (2023), Fairport High School Nordic Skiing SparkPlug Award (2023) and Red Raider Award (2022)