

Aleksander Litynski

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I've been a professional software engineer for 10 years. I've worked with a wide variety of tech stacks and am proud to call myself a generalist. I've contributed to both customer facing applications like websites, desktop apps, and mobile apps, as well as internal tools. I've stood up build pipelines, automated testing infrastructure, and built tools to improve other developer's daily workflows. I've worked in both the games industry and at several startups.

I love programming and I love the outdoors. I've hacked on myriad side projects, including running a server, working on a number of games, and working on a few novel computing tools. As an outdoorsman, I'm an Eagle Scout, Adirondack 46r, and have hiked Vermont's Long Trail.

Education

Rochester Institute of Technology

May, 2014 *BS Game Design and Development*

Career

2022 - Present **Rushdown Studios**

Software Engineer *Albany, NY (remote)*

As a software engineer at Rushdown Studios, I've helped clients build out backend services for games and integrate those services on the engine side. I've worked with both in house engines and Unreal Engine 5.

Clients

2024 **Amazon Games**

skills *C++, Unreal Engine 5, Perforce, Go, Jenkins, Git, Protobuf*

Worked on features for a demo Unreal Engine 5 project. Features included support for multiplayer, integration with gamelift, and integration with the team's matchmaking backend. Also made improvements to the protobuf codegen process.

2023 **Glowmade**

skills *C++, Perforce, Go, Jenkins, Git, Easy Anticheat, Epic Online Services*

Integrated backend services into in house C++ game engine. Services included Text-to-Speech and Speech-to-Text support and Easy AntiCheat integration. Also added support for blocking players from joining a party.

2022 - 2023 **Singularity 6**

skills *C++, Unreal Engine 5, Perforce, Rust, Jenkins, Git*

Worked on enhancing metrics gathered from game servers. Ran a fleet of game clients in the cloud for load testing. Built a system for running client integration tests in the cloud. Helped with various unreal bugfixes leading up to launch, including debugging why server stacktraces were not being symbolicated.

2022 **Bonus XP**

skills *C++, Unreal Engine 5, Perforce, Nomad, Kotlin, Jenkins, Git*

Helped to rightsize game servers based on server resource usage. Fixed bugs caused by differences between game client and server builds. Profiled and fixed network replication related slowdowns. Worked on migrating player inventory to the cloud. Added support for map travel in multiplayer game sessions.

2019 - 2022 **Tulip**

Software Engineer *Boston, MA*

skills *node, typescript, webdev, react, electron, git, linux, windows, sql, mongo, c++, elixir, aws, azure, docker, concourse, github, jira, figma*

As a member of Tulip's Edge team, I typically write code meant to run on edge devices - either desktop applications or embedded linux services. My responsibilities have also included build infrastructure, developer tooling, and server side integration for edge services.

Tulip Player Contributed bug fixes and features to Player, an electron application used to display work instructions to end users. Stood up a testing pipeline for Player and improved the Player install experience for large scale deployments.

Celos Player Integrated Tulip Player into DMG Mori's machining tools. Added support for several DMG Mori specific data collection protocols.

Embedded Connector Host Ported an existing device integration tool to Tulip's custom linux variant, Tulip OS.

Many, many bug fixes and refactors Fixed bugs and refactored code in the Tulip Player, Tulip Platform, Connector Host, and more.

2018 - 2019 **L3Harris**

Software Engineer *Rochester, NY*

skills *jenkins, git, visual studio, windows, docker, node-red, webdev, d3, jira*

Worked as a Software Engineer at L3Harris. Helped to introduce more modern development practices to the team.

Communication Planning Application Modernized the build and test infrastructure of CPA, a desktop application used to configure military radios.

Untitled Infotainment Demo Contributed to a prototype heads up display meant to run in jeeps and other military vehicles.

2015 - 2018 **Apprenda**

Software Engineer *Troy, NY*

skills *c#, sql, aws, azure, visual studio, windows, linux, docker, teamcity, mercurial, jira, bitbucket*

Worked on Apprenda's Tools and Infrastructure team to support the development of an enterprise PaaS solution. Regularly delivered stable, well tested code despite competing demands and tight timelines.

Apprenda Cloud Platform (ACP) Contributed to Apprenda's core product.

CI/CD Infrastructure Built a testing infrastructure able to support ACP using TeamCity, AWS, Azure, VMware, Ansible, and more.

App Development Toolchain Contributed to the Apprenda Cloud Shell, a cli tool for accessing the ACP. Also contributed to Visual Studio and Eclipse extensions used to develop Apprenda apps.

Boxcar Contributed to a tool allowing ACP to be deployed to Vagrant.

Performance Monitoring Contributed to projects used to monitor ACP for downtime and degraded performance. Used D3 and React to visualize the data they collected.

2014 - 2015 **Transfinder**

Software Developer *Schenectady, NY*

skills *c#, visual studio, webdev, subversion, windows*

Implemented features and fixed bugs in software used by Bus Garages and School Districts to route and manage their fleets.

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Side Projects

I love programming! These side projects vary in scope, but speak to my passion for learning about software development.

Source code for side projects is available at github.com/alekslitynski. Links to playable games are online at <https://aleks.lityn.ski>.

Spring 2024 **Epic Online Services Demo Project**

skills *Godot, Epic Online Services*

A multiplayer Vampire Survivor-alike, made as an excuse to try out Epic's Online Services. This project uses EOS's peer to peer interface to facilitate online play. Made with a team of three. I was primarily responsible for integration with EOS, while my teammates worked on gameplay and art.

Spring 2024 **Windmill Slam**

skills *Godot*

A roguelike deckbuilder written in godot. Build for a game jam, then further developed. I worked primarily on the event system that allows cards to have transactional interactions with each other. I also worked on the card animations, which were driven by the underlying event system.

Fall 2023 **Sacrosanct**

skills *Godot, Blender*

A 3d tower defense game built in godot. The player builds towers that alternate between freezing enemies and breaking ice to upgrade their towers. Worked on a team of three and contributed most animations, pathfinding logic, and turret effects.

Fall 2023 **"Wizard Game" Game Engine**

skills *C++, CMake, SDL2, OpenGL*

A simple game engine made with SDL2. For this project, I built an entity-component system, as well as rendering and physics subsystems. Build over the course of a month using C++ and CMake.

Summer 2022 **Elden Ring Lore Explorer**

skills *html, css, javascript*

A website that lets users search the text of Elden Ring. The site presents all the text in Elden Ring in a well organized, sortable way. I built this website in the aftermath of playing Elden Ring as I was trying to better understand the story of the game.

Fall 2021 **Tombworld**

skills *godot, linux, blender, concourse, itch.io*

A 3d metroidvania, developed for a month long game jam. Worked on a team of four. Was responsible for coordinating the team, programming a large part of the game, creating the 3d assets, and managing the build server and git repo.

Features I worked on included level loading and saving, menus, effects, enemy behavior, character weapons and abilities, and asset import.

Summer 2021 **Au Banque**

skills *godot, linux, itch.io*

Developed a 2d puzzle platformer on a team of two. I was responsible for programming the game.

Features I worked on include the character controller, level loading, UI, and entity logic. I designed roughly half the levels.

Spring 2021 **Godot Shader Experiments**

skills *glsl, godot*

Build several godot shaders to learn more about GLSL and godot's rendering pipeline. effect to a mesh. Notably, wrote one shader to give scenes a painterly, watercolor look and one that produced animated Voronoi Diagrams.

Fall 2016 **Tagsystem**

skills *c, make, bash, linux, lmdb*

A command line utility written in C. Lets you organize files using groups instead of directories.

Winter 2014 **Blocker**

skills *unity, c#, networking*

A 3d multiplayer game where you manipulate your own personal gravity to race other players across a map. Developed on a team of three for a 3 month long class project.