

MARK A. SULLIVAN III

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EDUCATION

Massachusetts Institute of Technology, Cambridge, MA Expected May 2010
Bristol Community College, Fall River, MA Spring 2004-Fall 2005
Programming for Game Designers I/II, Electronic Game Development I,
Computer Game Level Building, Visual Concepts for Game Designers
Bishop Stang High School, North Dartmouth, MA June 2006

EMPLOYMENT/RESEARCH EXPERIENCE

Citizens for Citizens After School Day Care Summer 2004-2006
University of Massachusetts Dartmouth Summer 2005
- Biochemistry Research investigating antioxidant properties of a compound
found in cranberries
Singapore-MIT GAMBIT Games Lab Summer 2007-Spring 2009

COMPUTER SKILLS

Languages -

C++ - Two semesters at Bristol Community College, UROP Spring 2004 / Fall 2004,
Fall 2007-Spring 2008
C - MIT 6.270 January 2009
Scheme - MIT 6.00 Spring 2007
Java - MIT 6.370, 6.005 January-Spring 2008
Python - UROP, MIT 6.034 Summer 2008
Verilog - MIT 6.111 Fall 2008
HTML - Independent
Software Proficiency -
Image Editing (Photoshop), 3D Modeling (GMAX/3DSMAX), IDEs (Visual Studio, Eclipse), Game Engines (Reaction
Engine, Source Engine, Playground, Panda3D), Physics Engine (ODE), Web Pages (Dreamweaver), and other basic skills

AWARDS AND RECOGNITIONS

Siemens-Westinghouse Regional Finalist Summer 2005
- For biochemistry research on cranberries
High School's Excellence and Innovation Award for pursuit of science Fall 2005
Highest Individual Score – Southeastern Massachusetts Conference Mathematics League Spring 2006
Rank 3 / 195 in graduating high school class Summer 2006
First place in MIT Autonomous Robotics Competition (6.270) January 2009
Best Code Design Award (6.270) January 2009

MIT COURSES

3.091 - Introduction to Solid State Chemistry Fall 2006
8.012 - Physics - Mechanics
18.01A - Single Variable Calculus
21L.003 - Reading Fiction
18.02A - Multi Variable Calculus IAP 2007
6.001 - Structure and Interpretation of Computer Programs Spring 2007
8.022 - Physics - Electricity and Magnetism
18.03 - Differential Equations
21.017 - The Art of the Probable

6.002 - Circuits and Electronics	Fall 2007
6.042 - Mathematics for Computer Science	
8.03 - Physics - Vibrations and Waves	
3.986 - The Human Past: Introduction to Archaeology	
6.370 - Battlecode	January 2008
6.003 - Signals and Systems	Spring 2008
6.004 - Computation Structures	
6.005 - Elements of Software Construction	
14.01 - Principles of Microeconomics	
6.034 - Artificial Intelligence	Fall 2008
6.111 - Introductory Digital Systems Laboratory	
8.04 - Quantum Physics I	
14.02 - Principles Macroeconomics	
6.270 – Autonomous Robot Design Competition	January 2009
SOFTWARE PROJECTS	
Text-based adventure role-playing game (C++)	Spring 2004
2D “Asteroids” Game (C++ with Reaction Engine)	Fall 2004
3D Space Shooter (C++ with Reaction Engine)	Fall 2004
2D “Star Wars” Game (Game Developer Tool – Game Maker)	Summer 2005
Blind-accessible Flash Game – Audiodyssey	Summer 2007
Half-Life 2 Mod – Gunplay	Fall 2007/January 2008
Playground Engine Game – Neurotrance	Spring 2008
Panda3D/ODE Game – Moki Combat	Summer 2008-January 2009
2D Wireframe Game Implemented in Hardware – Vertex	Fall 2009
Artificial Intelligence for MIT 6.270 Autonomous Robot	January 2009

LINKS

Work at Singapore-MIT GAMBIT Games Lab
<http://gambit.mit.edu/credits/developers.php#msullivan>

Vertex – Game designed at the hardware level
<http://web.mit.edu/6.111/www/f2008/index.html>

6.270 Autonomous Lego Robotics Competition
<http://web.mit.edu/kpyapsir/www/>