

# Alexander Markoe

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## Education

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Rochester Institute of Technology, Rochester NY  
Bachelor of Science, Game Design and Development  
Dean's List (August 2018-December 2021)

Expected Graduation Dec 2021  
GPA: 3.98

## Skills

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Languages: C++, C#, HTML, CSS, PHP, Javascript

Libraries: MonoGame/Microsoft XNA, SDL2

Software: Visual Studio, Zbrush, Blender, Aseprite, Unity, Photoshop, Gimp, Unreal

## Featured Projects

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- **Jump the Gun** (Team Project) (Aug. 2020 - Present)
  - Implemented systems for animation and character state control for fluid transitions between animation states using Unity's animator
  - Designed game art direction to ensure a visually consistent style
  - Created visual effects for weapon trails utilizing Unity's particle effects system
- **Campfire Simulator** (Solo Project) (March 2021)
  - Developed a web application made using the canvas Javascript library to simulate a campfire
  - Created a dynamic fire particle system which works in tandem with a wood physics system
  - Developed controls for various aspects of the fire particle system to tune their behavior and graphics to the user's will
- **Project Chess** (Team Personal Project) (July 2020 - August 2020)
  - Unity project utilizing the Mirror networking library
  - Created systems for calculating grid-based combat situations and pathfinding server side
  - Developed visualizations client side displaying combat simulations, as well as resources currently held by opponents

## Experience

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- **RUN Sports** - *Mobile Game Developer* (May 2021 - Aug. 2021) | New York City, NY
  - Designed, modeled, textured, rigged and animated in-game characters
  - Created custom post-process effects and shaders to develop a unique aesthetic
  - Developed VFX using Unity's particle effects system to visually represent various player states
- **RIT Cybersecurity** - *Front-End Developer* (Aug. 2020 - Dec. 2020) | Rochester, NY
  - Designed engaging and accessible UI mockups for various data visualizations to be used for college cybersecurity competitions for people unfamiliar with such competitions
  - Implemented UI mockups and animations into a data visualization program designed in Unity