

Abigail Markish

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Portfolio: <https://abdaug.github.io/>

Education

- Rochester Institute of Technology, Rochester, NY, Class of Spring 2022
 - M.S. Game Design and Development
 - Current Cumulative GPA 3.9
- Lock Haven University, Lock Haven, PA, Class of Fall 2019
 - B.S. Applied Computer Science and Information Systems, Mobile & Game Development
 - Cumulative 3.90 GPA

Design and Technical Skills

Skill	Houdini	Blender	Unity/C#	GIMP	Filmora Editor
<i>Level</i>	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
Skill	Reaper (Audio)	FMOD	Git/GitHub	Trello	Java
<i>Level</i>	Intermediate	Intermediate	Intermediate	Intermediate	Novice
Skill	Python	OpenGL	JavaScript	C/C++	
<i>Level</i>	Novice	Novice	Novice	Novice	

Course Work and Projects

Game Design	Game Development Processes	Gameplay and Prototyping
Interactive Game and Audio	Level Design	Game Programming
Graphics Programming (OpenGL/GLSL)	Independent Study: Samsung Gear VR Development (Java)	Mobile Application Development
Web-Based Application Development	Discrete Structures & Formal Languages	Software Engineering
Programming I (Java)	Programming II (Java)	C/C++ for Systems Programming

- **Through The Lens** – Master's Thesis Project 2021-2022
 - My role: Art Direction, Level Design, Quality Assurance
 - "Traverse memory and urban decay, where artifacts connect the past to the present, and connect you to the stories left untold."
 - First-person story-driven puzzle game that uses photographs to switch the game space between past and present scenes
 - Unity, C#, Houdini, Blender, GIMP
- **Chromophobia** – Game Development Processes Team Project Fall 2020
 - My role: worked specifically on menu, UI, UX designs
 - Created a Game for Change centered around showcasing the hardships of being colorblind
 - Puzzle/Horror game that allows players to switch between different colorblind visions
 - Unity, C#, GIMP, Blender, GitHub, and Trello
- **VR Paint** – Senior Capstone Spring 2019
 - My role: General Design, Quality Assurance
 - Created a virtual reality application using Unity, C#, Visual Studio, and the HTC Vive headset

- Application that allows the user to draw 3D images in a virtual space
- Ability to change color, line width, and teleport around the space

Employment

- Graduate Teaching Assistant for IGME 105 – Game Dev and Algo Prob Solve I (Fall 2021), Rochester Institute of Technology, NY
 - As a teaching assistant – Assisting first-year students with understanding beginning object-oriented programming concepts (C#), grading student programming assignments (Visual Studio)
- Section Instructor for IGME 236 – Experience Design for Games & Media (Spring 2021), Rochester Institute of Technology, NY
 - As a section instructor - Grading undergraduate student assignments (UI creations, writings, major projects), teaching a class period once a week, reviewing new concepts, analyzing UI/UX design principles with students
- IT Intern at PS Bank (June 2020 – August 2020), Wyalusing, PA
 - Assisted with general computer setup, answered calls and emails regarding technical questions from bank employees, created forms for banking applications, performed file maintenance
- Research Experience for Undergraduates (REU) (Summer 2019), Old Dominion University, VA
 - As an NSF funded summer intern for the Vision Lab at ODU
 - Project involved use of Deep Learning in Cybersecurity to identify threats and network intrusions on a system. Used one generalized model to classify multiple types of threats
 - Paper presented – *Generalized Deep Learning Model for Automated Threat Detection*
 - Poster presented – title same as above
- Assistant Linux System Administrator (February 2018-December 2019) Lock Haven, PA
 - As assistant system admin for Lock Haven University's Linux systems – Responsibilities include set up and recovery of user accounts, set up of NFS, NIS, Automount, system upgrades and new installations.

Distinctions

- Graduated summa cum laude from Lock Haven University December 14th, 2019
- Dean's List (Fall 2016, Spring 2017, Fall 2017, Spring 2018, Fall 2018, Spring 2019, Fall 2019)
- Presented poster at PACISE 2018, title *Tactical Algorithms for Controlling Robotic Tanks*, Shippensburg, PA (Pennsylvania Association of Computer and Information Science Educators Conference)
 - Adaptive adversarial behavior for combative robots modeled using the Strategy Design Pattern (Robocode 2D game framework)
- Presented poster at PACISE 2019, title *A Venture into Android Virtual Reality Development*, Millersville, PA
 - Overview of the Oculus Mobile SDK and the projects that can be created using it and Android Studio

Activities & Interests

- Video and photo editing
 - Have made YouTube videos and worked on many personal editing projects
- 3D Modeling (Houdini, Blender)
 - Have done work for personal projects, game prototypes, and commissions
- HTC Vive familiarity
 - Have worked with the HTC Vive on senior project and through personal interest

References Available Upon Request