Alexander Markoe

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Education

Rochester Institute of Technology, Rochester NY   Graduated Dec 2021
Bachelor of Science, Game Design and Development   GPA: 3.98
Dean's List (August 2018-December 2021)

Skills

Languages: C++, C#, HTML, CSS, PHP, Javascript, Java, GDScript
Libraries: MonoGame/Microsoft XNA, SDL2
Software: Visual Studio, Zbrush, Blender, Aseprite, Unity, Photoshop, Gimp, Unreal, Clip Studio Paint, Godot

Featured Projects

- **Jump the Gun** (Team Project)   (Aug. 2020 - Aug. 2023)
    - 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

Experience

- **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

- **Storm Flag Games** - *Game Engineer* (Mar. 2022 - Feb. 2024) | Dedham, MA
    - Worked on multiple projects as directed by management
    - Implemented various new engine features working alongside content development teams to allow for the creation of new and interesting gameplay features
    - Worked on implementing new server and cloud based features for clients to allow for exciting new gameplay developments