

Alexander Markoe

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Objective

Seeking a game development internship utilizing skills in C# or C++. Available May 2020 - August 2020.

Education

Rochester Institute of Technology, Rochester NY
Bachelor of Science, Game Design and Development

GPA: 4.0
Expected Graduation May 2022

Skills

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

Libraries: MonoGame/Microsoft XNA, SDL2

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

Featured Projects

- **Depths of Delirium** (Solo Personal Project) (Aug. 2019 - Current)
 - Game being developed using the SDL2 C++ Library
 - Creating animations and assets utilizing Aseprite
 - Developed systems for collision detection, animation, and input handling
- **Drop Dead** (Team Game Jam) (Oct. 2019)
 - Led a team of three individuals to ensure that all work fell in line with design goals
 - Designed the main gameplay systems and worked with team members to develop supplemental mechanics
 - Developed character and item assets and animations using Aseprite
 - Implemented animations, player state logic, and inventory controls using Unity's C# scripting
- **Knight Light** (Team Game Jam) (Oct. 2019)
 - Designed gameplay systems alongside team members and ensured each of the three members implemented mechanics in accordance with our overarching design scheme
 - Developed visuals and animations using Aseprite
 - Implemented animations and enemy movement using Unity's C# scripting
- **Floating Skies** (Team Game Jam) (Aug. 2019)
 - Developed and iterated through ideas for gameplay mechanics
 - Developed all assets, animations and UI elements using Aseprite
 - Programmed collision detection, input handling, level loading from files, and transition logic in the MonoGame C# library
- **Mumbo Jumbo Magic** (Team Academic Project) (Jan. 2019 - May 2019)
 - Led a team of three individuals to ensure that our milestones were met according to our timeline
 - Designed main gameplay systems and mechanics
 - Developed all assets, animations, and UI elements using a combination of Photoshop and Aseprite
 - Programmed animation logic, 2D collision detection, level loading from external files and level transitions, using the Monogame C# library
 - Created an external level design tool to easily create and edit levels that can be loaded into the game

Awards and Accolades

- 3rd place in the Tespa Hearthstone Collegiate Esports League - May 2019
- Top 16 in the Tespa Hearthstone Collegiate Esports League - December 2018
- Top 4 in the Harrisburg Collegiate Esports Invitational - September 2019