Alexander Markoe

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https://alex-markoe.github.io

Objective

Seeking a software/game development internship. Available May 2020 - August 2020.

Education

Rochester Institute of Technology, Rochester NY   GPA: 3.98
Bachelor of Science, Game Design and Development   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
    - Optimized run-time efficiency through dynamic memory management.
    - Developed gameplay algorithms 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
    - Implemented animations, player state logic, and inventory controls using Unity's C# scripting
    - Improved enemy AI and player attack hitboxes to be visually consistent

- **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
    - Implemented animation transition logic and state controls for all characters with Unity's C# scripting
    - Developed enemy AI, including attack logic, to be visually consistent with animations

- **Floating Skies** (Team Game Jam)   (Aug. 2019)
    - Developed and iterated through ideas for gameplay mechanics
    - Programmed collision detection, input handling, level loading from files, and transition logic in the MonoGame C# library
    - Optimized gameplay systems in the sake of efficiency and to conserve space

- **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
    - 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 to be used in-game

Awards and Accolades

- 1st place in the Tespa Hearthstone Collegiate Esports League - December 2019
- 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