

# Alexander Markoe

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<https://alex-markoe.github.io>

## Education

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

GPA: 3.98  
Expected Graduation May 2022

## 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, Maya

## 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
  - Designed game art direction to ensure a visually consistent style
  - Created visual effects for shooting various guns utilizing Unity's particle effects system
- **Super Tank Game Deluxe** (Team Project) (May 2019)
  - Implemented local multiplayer controls and mechanics pertaining to movement and firing controls using Unity's C# scripting system
  - Tested and balanced game mechanics according to player feedback
  - Implemented level based environmental mechanics and designed levels to be engaging for players
- **Pogo Peril** (Team Project) (March 2019)
  - Implemented systems for animation flow as well as character state control
  - Created dynamic background elements that change with player elevation
  - Created particle systems for player interaction with mobile interfaces
- **Knight Light** (Team Game Jam) (Oct. 2019)
  - Designed gameplay systems alongside team members and led discussions surrounding implementation
  - 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

## Experience

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- **RIT Cybersecurity - Front-End Developer** (Aug. 2020 - Dec. 2020) | Rochester, NY
  - Designed UI mockups for different data visualizations for college cybersecurity competitions to be more accessible and engaging for people unfamiliar with such competitions
  - Implemented UI mockups into a data visualization program designed in Unity
  - Created animations for visualizations to increase audience engagement