

# Alexander Markoe

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## 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
- **Campfire Simulator** (Solo Project) (March 2021)
  - Web application made using the canvas Javascript library
  - Sandbox that allows users to interact with a block of wood and set it on fire. Also includes controls to modify different aspects of the sandbox
  - Created a dynamic fire particle system that works in tandem with a wood physics system
- **Autochess Experiment** (Team Project) (July 2020 - August 2020)
  - Unity project using the Mirror networking library
  - Created systems for calculating combat situations using pathfinding algorithms server-side and visualizing the simulation to each client
- **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

## 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