Christian J. Axisa

138 Jensen Avenue · Mamaroneck, NY 10543

cxa7619@rit.edu · 914.230.6861

people.rit.edu/cxa7619/portfolio

linkedin.com/in/christian-axisa/

github.com/spalunki

rit.joinhandshake.com/users/6938433

EDUCATION

Rochester Institute of Technology   **Rochester, NY · Expected Graduation May 2020**

- ❖ GPA: 3.33
- ❖ Bachelor of Science in Game Design and Development
- ❖ Honors: Dean's List

PROJECTS

Punch Off   **Rochester, NY · Jan. 2018 - Current**

- ❖ Gameplay programmer, level designer, and 3D artist for a passion project. Punch Off is a VR parkour game, where players punch the ground to move themselves. The project was developed in Unity using SteamVR with a team of two other students.

Saco   **Rochester, NY · Nov. 2017 - Dec. 2017**

- ❖ Individually created a JavaScript fishing game with original artwork and animation.

The Floor is Lava   **Rochester, NY · Jan. 2017 - May 2017**

- ❖ Gameplay programmer and level designer for 2D retro-styled platformer. Created in Monogame using C# for semester long project with three other students. Project received an A grade.

EXPERIENCE

CEO: Sandbag Games   **Mamaroneck, NY · Feb. 2012 - Current**

- ❖ Manage and lead a small team of programmers, designers, artists, and composers. Organize project plans, decide deadlines, direct the design process, manage budget, as well as being the lead programmer. The company has released two games and is currently developing a third.

Employed: Peña & Kahn PLC, File Clerk   **Bronx, NY · June – Aug. 2016 & 2017**

- ❖ Assisted in updating case database, filing court documents, and archiving case notes.

Internship: Mamaroneck Veterinary Hospital   **Mamaroneck, NY · April - June 2016**

- ❖ Maintained surgery rooms and equipment, and assisted veterinarians during animal check-ups and procedures.

SKILLS

- ❖ Programming Languages: C#, Java, HTML, CSS, JavaScript, PIXI JS
- ❖ Software: Visual Studio, Unity, GitBash, Eclipse, Adobe Photoshop, Maya, Filezilla. GameMaker Studio, Microsoft Office