Christian J. Axisa

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EDUCATION

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

- ❖ GPA: 3.6
- ❖ Game Design and Development
- ❖ Honors: Dean's List

PROJECTS

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

- ❖ Gameplay programmer, level designer, and 3D Artist for a passion project VR game, developed in Unity using Steam VR in a team with three others.

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

- ❖ Gameplay programmer and level designer for 2D retro-styled platformer. The project was made in Monogame using C# for semester long project with three other students.

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

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

EXPERIENCE

Employed: Funkitron, Level Designer & Balancer   **Rochester, NY ▪ Co-op Sept. - Dec. 2018, Part Time Jan.2018-Present**

- ❖ Worked on Relic Chasers building, balancing, and reviewing levels for the game as well as doing some narrative design. Currently balancing levels for Relic Chasers.

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

- ❖ Manage a small team of programmers, designers, artists, and composers. Organize meeting times, set deadlines, lead the design process, as well as being the lead programmer. Together, the company is currently working on its third project.

Employed: Peña & Kahn PLLC, File Room Staff   **Bronx, NY · June - Aug. 2016 & 2017**

- ❖ Assisted in directing the office's mail, filed documents to be used in cases, organized archived files.

SKILLS

- ❖ Programming Languages: C#, Java, HTML, CSS, JavaScript/PIXI
- ❖ Software: Visual Studio, Unity, Microsoft Office, Adobe Photoshop. GameMaker Studio
- ❖ Level design