

Christian James Axisa

914-230-6861 · CJAXISA@GMAIL.COM

[cjaxisa.github.io](https://github.com/cjaxisa)

[linkedin.com/in/christian-axisa](https://www.linkedin.com/in/christian-axisa)

EDUCATION

Rochester Institute of Technology

Rochester, NY · Graduated May 2021

- ❖ GPA: 3.51
- ❖ Game Design and Development Major
- ❖ Honors: Dean's List, Graduate Cum Laude, Excellence in Innovation award for student project (PunchDown)

EXPERIENCE

Employed: iD-Tech, Virtual Tech Camp Instructor

Remote · August 2020 - May 2021

- ❖ Ran virtual classes teaching children game engines, programming languages, and 3D art software. Customized curriculum to give students a helpful set of base skills.

Employed: Funkitron, Level Designer & Balancer

Remote · Co-op: Sept. - Dec. 2018,
Part Time: Jan. 2018 - Sept. 2019

- ❖ Worked on a mobile match-3 puzzle game, *TapBurst Challenge*, building, balancing, and reviewing levels for the game as well as doing some narrative design. Used the iterative design process to maintain the game's difficulty curve. Adjusted levels based on playtesting feedback data.

Volunteer: MARCUS Literacy Project, Programmer

Remote · July 2021 - Present

- ❖ Programmed for a prototype of a video game aimed at helping 4th -8th grade children struggling learn how to read. As one of two programmers, created a prototype in Unity that won 2nd place in TechRise Chicago's pitch competition, granting \$10,000 for the project.

PROJECTS

PunchDown

Jan. 2018 - Feb. 2020

- ❖ Gameplay programmer, designer, and artist for a VR platformer made in a team of 4 developed in Unity using C# and SteamVR. Programmed enemy AI, player tutorial, and other supplementary mechanics. Designed levels and built 3D models. Winner of the RIT Excellence in Innovation award. "We felt that *PunchDown* best exemplified the spirit of the innovation category — games that go a bit off the edge of the conceptual map and then build an experience around it." - Ian Schreiber, Assistant Professor at RIT and co-founder of the Global Game Jam.

Dark Days Ahead

April - May 2019

- ❖ Project lead, programmer, and designer. A bullet-hell cosmic horror game developed in Unity over the course of 5 weeks with a team of 5 for a Game Design class. Organized project by tasks on Trello.

Seal Slide

November 2019

- ❖ Programmer and designer for this One-button arcade-style game developed in Unity in the course of a week for the One-button Game Jam.

SKILLS

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- ❖ Programming Languages: C#, C, C++, Java, Lua, HTML, CSS, JavaScript, Visual Basic, Python
 - ❖ Software: Unity, Adobe Photoshop, Unreal Engine, GameMaker Studio, Maya, Pico-8, Blender
 - ❖ Level design, Game Balance, Data Structures & Algorithms