

Gage Magar

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Objective

Seeking a software or web co-op/internship. Available Summer 2026.

Education and Awards

Rochester Institute of Technology

Rochester, NY

Golisano College of Computing and Information Sciences

Bachelor of Science, Game Design and Development

Anticipated May 2027

- GPA: 3.9
- Awarded Dean's List Fall and Spring 2023
- Recipient of the Presidential Scholarship (merit based)

Relevant Coursework: Game Dev & Algorithmic Problem Solving I & II, Real-Time Simulations and Games I & II, Intro to Game Web Tech, Experience Design for Games & Media

Skills

Technical Skills: Visual Studio, VS Code, GitHub, Unity, Unreal, Trello, Adobe Suite

Programming Languages: C#, C++, Java, Javascript, HTML, CSS

Operating Systems: Windows, MacOS

Projects

[Beneath the Permafrost](#) (Independent Project)

Apr 2021 – Present

- Scope and timeline management as team lead
- Structuring and optimizing a larger scale, 3D Unity game
- Level design to teach and guide player

[Topping Tumble](#) (Academic Project)

Mar 2024 – May 2024

- Collaborated in a group of 4 in a class to develop a game using the MonoGame library
- Assisted in conceptualization, planning, and gameplay/structural programming
- Endeavored to write high-quality, commented code, enabling for smoother development

[Vulgord's Tower](#) (Personal Project)

Jan 2018 – Aug 2021

- Employed self-taught programming, design, and Unity engine skills to develop a turn-based game

Experience

globalHMA

Lancaster, PA

IT Specialist

Aug 2020 – Dec 2024

- Expand communication skills while building websites for small clients in the WordPress CMS
- Rebrand digital documents for a large-scale utility company, utilizing workflow efficiency skills to enhance productivity
- Collaborate with team members to formulate a process for creating HTML5 ads in Adobe Animate
- Apply organizational skills by standardizing the company password database

Activities

RIT Game Developers Club Halloween Game Jam, "[Unpaid Intern](#)"

Oct 2023

- Joined a team of 4 as a programmer to create a game in 2 days. Practiced time management and worked in a coordinated repo with the Godot game engine

Global Game Jam, "[Doug's Game](#)"

Jan 2024

- Programmed in a team to make a game in 2 days. Focused on cooperative brainstorming skills

RIT Game Developers Club Spring Game Jam, "[House Edge](#)"

Feb 2024

- Applied both art and code skills in a team of 5 during a 2-day period