

Aidan Markham

(585)747-7895
✉ markhamaidan@gmail.com
📧 aidanmarkham.com
github.com/aidanmarkham

Education

- **Rochester Institute of Technology**, *Bachelors of Science*, Game Design & Development, Expected Graduation: May 2019.

Experience

Projects

- **Udder**, (bit.ly/getudder), Used Unity and C# to create an Android game about a cow with no legs, December 2016.
- **Terrain Generator**, (bit.ly/TerrainGen), Used C# to build a lighting calculator for height maps generated with Perlin Noise, October 2015.

Work

- **Artwork Commissions through Fiverr.com**, Created artwork for customers using Photoshop and Blender, June 2014 - August 2015.
- **Restoration & Repair Technician at Pike Stained Glass**, Used extreme care and attention to detail to repair, restore, and clean 90+ year old windows for the University of Rochester's Auditorium, May 2016 - January 2017.
- **Barista at Artesano**, Used multitasking skills to prepare drinks under pressure, October 2015 - Present.

Technical Skills

Languages	C#, C++, Monogame, Python, Pygame, Java, Slick2D, HTML, CSS
Operating Systems	Unix, Linux, Windows, Mac OSX, Android, iOS
Software	Visual Studio, Eclipse, Vim, Unity, Blender 3D, Adobe Photoshop, GIMP Adobe Premier, Adobe After Effects, Ableton Live
Technologies	Version Control(Git), Wordpress, Command Line Interfaces, FTP, SSH

Extracurriculars

Computer Science House	Living-learning community for people interested in Computer Science. 2015-Present
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Relevant Classes

- Game Design & Development - Class dedicated to the design of physical and digital games
- Game Development & Algorithmic Problem Solving I & II - Two classes dedicated to learning OOP concepts in C#
- Data Structures & Algorithms I - Class dedicated to game engine programming in C++

Objective

- Seeking a summer Co-op for summer of 2017.