

Markus Rom

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Education:

B.S., Games, Interactive Media, and Mobile Technologies (expected Spring 2027)

Boise State University, Boise, ID

- Minor: **Film and Television** • GPA: 3.81 (**Highest Honors**)

Projects:

GIMM 100: *Yummy Gun*

Fall 2023

- Created a 2D game in **Unity** based on a provided stub
- Utilized **C#** and **object-oriented programming** to extend existing functionality
- Created assets using **Adobe Photoshop**, **Adobe Animate**, and **Clip Studio Paint**
- **Conceptualized and tested** core game mechanics

GIMM 270: *Lock Wizard*

Fall 2024

- **Collaborated** in a team of 4 to create a **360-degree interactive video** for the **Meta Quest 2**
- **Designed and tested** a VR minigame which taught users to pick a lock
- Implemented gameplay logic using **C#**, **Unity XR Toolkit**, and **object-oriented programming**

GIMM 285: *CRUD API Website*

Spring 2025

- Developed a **full-stack website** which implemented the **CRUD API** for user data management
- Managed a **SQL database** through **phpMyAdmin**
- Implemented **input validation** and security measures to **prevent SQL injection**

Work Experience:

Student Football Video Manager (June 2024 – Present)

Boise State University, Boise, ID

- Filmed practices and games, exported and edited footage in Catapult Thunder
- **Collaborated** in a fast, **team-based** environment requiring strong **attention to detail** and **technical precision**
- **Coordinated with other camera operators** while filming to ensure footage was properly synced across different cameras shooting from different angles
- Adjusted filming according to changes as they happen on field, such as schedule changes or extra drills
- Worked various hours based on needs of the team, including traveling for games

Host/Busser/Server (November 2020 – July 2024, April 2025 – Present)

Casa Mexico, Boise, ID

- Demonstrated **teamwork** and **adaptability** in a **fast-paced environment**