

Dmitry Markelov

● **DOB:** 09.07.1989 ● **Location:** Milwaukee, Wisconsin ● **Phone:** (917) 538-0570 ● **Email:** dmarkelo89@gmail.com
● **GitHub:** <https://github.com/n02448428> ● **LinkedIn:** <https://linkedin.com/in/dmitrymarkelov> ● **Itch.io:** <https://novelfilms.itch.io>



Profile

Game developer with hands-on experience building 3D Unity games, browser-based interactive experiences, and custom gameplay systems. **Strong in C#, physics, shaders, and rapid prototyping.** Recently built *Neon Trailblazer*, a **visually dynamic** retro-future snake game, in 2 weeks for a 2025 game jam. Currently contracting on a **3D Unity** racer with custom mechanics. Solid fundamentals in **programming** and tool creation, with a track record of delivering working games fast. Seeking to contribute to a studio pushing **technical and creative** boundaries.



Work Experience

2025 – present
Remote

Unity Game Developer (Contract)

- Developing a Mario Kart-style 3D racing game in Unity for a private client
- Built custom physics system, player input, lap logic, and in-game UI
- Designed and implemented game, control, camera systems, and audio triggers
- Collaborated on level design, milestone planning, and delivery
- Integrated post-processing, scene lighting, and optimized for performance

03/2025 – 04/2025
Pieter Levels' Game Jam

Game Jam Developer – Neon Trailblazer

- Built a complete retro-futuristic 3D tron/snake game in 2 weeks using JavaScript and WebGL
- Designed dynamic trails, camera shake, glow VFX, and varied synthwave aesthetics
- Hosted and deployed live build at ntb-chi.vercel.app
- Focused on tight game feel, visual polish, and responsive controls

02/2018 –
novelfilms.itch.io

Solo Game Projects

- Designed and released early Unity games and prototypes
- Explored experimental mechanics, shaders, and user interface systems
- Practiced full development cycle: concept, coding, polish, publish



Education

2024
Remote/Online

HarvardX Certification | Introduction to Game Development (CS50G) Harvard University

Unity, 2D/3D game mechanics, asset management, scripting, game loops, physics

08/2013 – 08/2016
New Paltz, NY

Computer Science | Bachelor of Arts (B.A.) State University of New York at New Paltz

01/2009 – 01/2012
Montebello, NY

Liberal Arts and Sciences, Humanities | Associate of Arts and Sciences (A.A.S.) Rockland Community College



Skills

Physics Systems, Custom Tools,
Shader Graph, Post-processing,
State Machines, Unity (2D/3D)
CORE GAME DEV

Three.js, WebGL, VFX, UI/UX
Design for Games
GRAPHICS & INTERACTIVITY

Git, Netlify, Vercel, REST APIs,
Linux CLI, Bash, Diagnostics
SUPPORTING TECH

Python, JavaScript, Java, SQL,
C#, C++, HTML
OTHER



Projects

- **Neon Trailblazer** – (ntb-chi.vercel.app) Retro-futuristic 3D snake game made in 2 weeks for a public game jam. Sharp visual identity, great game feel.
- **3D Unity Kart Game** (Client Work) Full gameplay systems, physics, mechanics, UI, and performance work.