

Aidan Markham

Game Developer and Artist

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

Education

Rochester Institute of Technology

2015 - 2019

rit.edu

Bachelor of Science in Game Design and Development. (Expected 2019)

Member of Computer Science House. (csh.rit.edu)

Skills

Languages:

Engines:

Tools:

C#, Python, Javascript/HTML/CSS

Unity, XNA, Monogame, Pygame

Git, Blender, Maya, Audacity, Wordpress, MediaWiki

Projects

B:/ Connected

August, 2017

bit.ly/bconnectedgame

Sole Developer - Single player puzzle game controlled via a custom command prompt.

Unity, C#, Blender 3D. Team Size: 1

SkinSuite

Weekly, 2018

bit.ly/playskingames

Sole Developer - Weekly minigame series with over 20 entries.

Unity, C#, Blender 3D. Team Size: 2

Crazy Platez

August, 2017

crazyplatez.fun

Designer/Technical Artist - Single-player mobile game inspired by Grand Theft Auto 1 and Crazy Taxi.

Unity, C#, Blender 3D. Team Size: 3

Activities

4 Hour Jam

4hourjam.com

Organizer - Hosted a weekly event focused on developing innovative hardware and software projects within four hours.

Ludum Dare Game Jam

ldjam.com

Participant - Developed games in 48-72 hours. Learned to rapid prototype and work in a time-constricted environment.

Global Game Jam

globalgamejam.org

Participant - Developed games in less than 48 hours. Worked in teams, requiring strong communication skills.

Conferences

2015 - Present

Presenter - Showed various games at: Game Developers Conference, GDEX, Roc Game Fest, Rochester Mini Maker Faire.

Honors

New York State Game Dev Challenge

April, 2019

First Place Winner - Received grand prize of \$12,000 and incubation for *Crazy Platez*.

Rochester Institute of Technology

Spring, 2017

Dean's List - Recognized for outstanding academic performance.

Experience

Rochester Institute of Technology

2017 - 2018

Teaching Assistant - Assisted in grading and teaching for 2D Animation and Asset Production and 3D Animation and Asset Production.

Fragile Equilibrium

2018 - 2018

Gameplay Programming / Shader Development - Created Programmed gameplay features in Unity and created custom shaders, working with 3D artists to achieve high quality visuals.

Magic Spell Studios

2018 - 2018

Technical Artist / Game Designer - Co-designed and created all art assets for *Crazy Platez*, a mobile game inspired by a local delicacy, designing a map inspired by the city it came from.