

Aidan Markham

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Education

Rochester Institute of Technology - *Game Design and Development BS*
Expected Graduation 2019

Skills

I have over 3 years of programming experience and I've worked on various projects involving computing over the past 5 years. Languages and software in which I am proficient include:

- C# (Used to create games both in Monogame and for scripting in Unity 3D)
- Monogame and XNA (Used to display on screen visuals for various games and projects)
- Python (Used to create games, automation, and custom statistical analysis software)
- Java (Used to create visual GUI applications with Swing)
- HTML, CSS (Used to create web pages for projects and to edit pages for wordpress sites.)
- Blender 3D (Used to create 3D models and render images)
- Adobe Photoshop and Premier (Used for commissioned artwork and for personal videos)
- Visual Studio
- Git, Github, and SourceTree
- Unity 3D

Experience

2013 - PRESENT

Self Employed - *Artwork Commissions*

I created artwork for people's websites and personal projects using Photoshop and Blender and worked with customers to make agreements on due dates and the final work.

Projects

This is a small selection of my projects. A more complete selection is available on my website.

2015

Terrain Generation

For this project I explored the use of various generation techniques to create and render landscapes from a top down perspective.

2015

Bact.IO

For this project I created the art assets for the online multiplayer game Bact.IO. The game is a web based Pac-Man-style game that pits you against other players to collect items and powerups.