Abigail Markish

LEVEL DESIGNER

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EDUCATION

Rochester Institute of Technology, NY
May 2022
MS, Game Design & Development,
GPA: 3.9/4.0

Lock Haven University, PA
December 2019
BS, Computer Science,
GPA: 3.9/4.0

RELEVANT SKILLS

Blender

Houdini

Unity/C#

Unreal Engine 4

GIMP Graphics Editor

Filmora Video Editor

Reaper

FMOD

Git/Github

Trello

Java

Python

JavaScript

C/C++

PROJECTS

Through The Lens   August 2021 - May 2022
Level Design, Art Direction, Quality Assurance
- First-person story-driven puzzle game that uses photographs to switch the game space between past and present scenes
- Serving as lead level designer, primarily bringing game mechanics, art and narrative pipelines together to create a cohesive world and game experience
- Also serving as art director, dealing directly with 3D artists to accurately translate the game's vision into art assets
- Unity, C#, Houdini, Blender, GIMP, GitHub, Trello

Chromophobia   August 2020 – December 2020
UI/UX Design, Game Design
- Puzzle/Horror game that allows players to switch between different color-blind visions
- Served as UI/UX designer, primarily created menus that matched the style of the game
- Unity, C#, GIMP, Blender, GitHub, Trello

VR Paint   January 2019 – May 2019
Product Design, Quality Assurance
- Application that allows the user to draw 3D images in a virtual space
- Served as product designer, primarily workshopped the abilities to change color, line width, and teleport around the space
- Unity, C#, Visual Studio, HTC Vive

PROFESSIONAL EXPERIENCE

Section Instructor IGME 236   January 2021 – May 2021
Rochester Institute of Technology: Rochester, NY
- Grading assignments (UI projects, writings), teaching a class period once a week, reviewing concepts, analyzing UI/UX design principles with students

IT Intern PS Bank   June 2020 – August 2020
PS Bank: Wyalusing, PA
- Assisted with computer setup, answered calls and emails regarding technical questions from bank employees, created forms for banking applications, performed file maintenance

Research Experience for Undergraduates (REU)   May 2019 – August 2019
Old Dominion University: Norfolk, VA
- As an NSF summer intern for Vision Lab at ODU: Project involved use of Deep Learning in Cybersecurity to identify threats and network intrusions on a system. Used one generalized model to classify multiple types of threats