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SUMMARY

BA in CompSci. Long time gamer (over 30 years) turned game developer with hands-on experience building 2D/3D Unity games, browser-based interactive experiences, and custom gameplay systems. Strong in general coding, rapid prototyping, and gameplay design, seeking to contribute to a studio pushing technical and creative boundaries. Experimental vibecoder. Multi-modal artist. Bilingual.

SKILLS

Unity, C#, C++, Java, Javascript, HTML, SQL, Python, Three.js, Git, AI, Programming, Coding, 3D Math/Physics, Data structures, State machines, Algorithms, Debugging, Optimization, Version control, Tool development, VR/AR, Mediapipe, Games (Design, Development, Mechanics, Scripting, Testing, Art, Animation, Music, Sound, Story, UX/UI, etc.), Communication, Organization, Interpersonal relations, Planning, Problem solving, Team collaboration, and much more.

EXPERIENCE

Computer Science for Game Development Certification from Harvard University
-   Completed two-month intensive course on game development
Game Dev Unlocked course completion
-   Remotely taught by David Wehle (creator of viral game "The First Tree")
Rosebud AI Creator Team
-   Chosen as 1 of 10 to be on the creator team, created 6-10 projects in 30 days.
-   "8192" a puzzle game was chosen as gold standard (one of the best games ever made).
Pieter Level's Vibejam Game Jam
-   Created and entered "Neon Trailblazer" (ntb-chi.vercel.app) in Pieter Level's game jam.
Solo Developer
-   Self-made and motivated by the newest technology, built projects for self and clients.
Avid Learner
-   Constantly keeping up to date on current games and gamedev news.

PROJECTS

-   **Bo**, a full-sized 2D metroidvania action platformer.
-   Developer for (as yet unnamed) kart game based on Mario Kart 64 for client.
-   **8192**, built with Rosebud AI/Three.js and chosen as a Gold Standard game on their platform.
-   **Neon Trailblazer,** a 3D tron/snake game with vaporwave/cyberpunk graphics for game jam.
-   **Billboard Sprite Generator GUI**, takes 3D model file, generates 2D sprites from varied angles.
-   **Hand Dance Revolution**, uses Mediapipe to track player's hands for interactive gameplay.
-   **Firebreather**, uses face recognition to simulate a game where the player breathes fire.
-   **SlimScreen**, an AI helper that uses HugginFace LLM and various API's (dictionary, wikipedia, etc) in a cozy overlaying GUI right in the browser to define/expound on any highlighted words.
-   and many more, available to browse/test out on portfolio site/github: www.dmitrymarkelov.com

Thanks for reading!