Gage Magar

717-501-1645 • gjm5250@rit.edu
linkedin.com/in/gage-magar • gagemagar.com • github.com/GameBuilder101

Objective

Seeking a software or web co-op/internship. Available Summer 2026.

Education and Awards

Rochester Institute of Technology   **Rochester, NY**
Golisano College of Computing and Information Sciences
Bachelor of Science, Game Design and Development   *Anticipated May 2027*
- GPA: 3.9
- Awarded Dean's List Fall and Spring 2023
- Recipient of the Presidential Scholarship (merit based)

Relevant Coursework: Game Development & Algorithmic Problem Solving I and II, Real-Time Simulation and Games I, Interactive Media Development, Intro to Game Web Tech, Experience Design for Games & Media

Skills

Technical Skills: Visual Studio, VS Code, GitHub, Unity, MonoGame, Microsoft 365 Apps, Adobe Suite
Programming Languages: C#, Java, C++, Javascript, HTML, CSS
Operating Systems: Windows, MacOS

Projects

Beneath the Permafrost (Independent Project)   *Apr 2021 – Present*
- Scope and timeline management as team lead
- Structuring and optimizing a larger scale, 3D Unity game
- Level design to teach and guide player

Topping Tumble (Academic Project)   *Mar 2024 – May 2024*
- Collaborated in a group of 4 in a class to develop a game using the MonoGame library
- Assisted in conceptualization, planning, and gameplay/structural programming
- Endeavored to write high-quality, commented code, enabling for smoother development

Vulgord's Tower (Personal Project)   *Jan 2018 – Aug 2021*
- Employed self-taught programming, design, and Unity engine skills to develop a turn-based game

Experience

globalHMA   **Lancaster, PA**
IT Specialist   *Aug 2020 – Dec 2024*
- Rebrand digital documents for a large-scale utility company, utilizing workflow efficiency skills to enhance productivity
- Collaborate with team members to formulate a process for creating HTML5 ads in Adobe Animate
- Expand communication skills while building websites for small clients in the WordPress CMS
- Apply organizational skills by standardizing the company password database

Activities

RIT Game Developers Club Halloween Game Jam, "Unpaid Intern"   *Oct 2023*
- Joined a team of 4 as a programmer to create a game in 2 days. Practiced time management and worked in a coordinated repo with the Godot game engine

Global Game Jam, "Doug's Game"   *Jan 2024*
- Programmed in a team to make a game in 2 days. Focused on cooperative brainstorming skills

RIT Game Developers Club Spring Game Jam, "House Edge"   *Feb 2024*
- Applied both art and code skills in a team of 5 during a 2-day period