

MAXIM MCCAIN

UNITY DEVELOPER

SUMMARY

Game Developer with professional experience delivering branded Unity games for Emirates Skywards through SlackerApps. Skilled in C#, Unity, Blender, UI/UX design, and gameplay systems. Experienced in end-to-end production: from prototyping mechanics and building companion tools, to integrating audio, animation, and client feedback. Balances technical problem-solving with creative design, supported by a background in film direction and fullstack web development.

EXPERIENCE

SlackerApps (for Emirates) – Unity Game Developer

Tokyo, Japan | 2025 – Present

- Managed development of a tablet-based Unity game suite for Emirates Skywards promotional events, collaborating with the founder and a mid-senior developer.
- Designed and scripted three mini-games:
 - Runner – piloting a plane through obstacles and collecting coins.
 - Hat Swap – memory-based coin tracking game.
 - Spin the Wheel – randomized token spin mechanic.
- Developed UI flows (attract screen, PlayFab-integrated login, quiz stage), iterating through multiple client feedback rounds.
- Built a standalone Unity companion app to let Emirates staff dynamically edit and update quiz questions via PlayFab.
- Created and integrated animations, audio systems, and stand-in models before final art pass, ensuring smooth client review cycles.
- Refactored gameplay code to improve scalability and maintainability for future iterations.
- Project intended for use at upcoming promotional events showcasing the Emirates Skywards loyalty program.

TECHNICAL PROJECTS

- Chrono Crow** – A polished Flappy Bird-style Unity prototype where the player controls a time-travelling crow. Built with custom mechanics for time manipulation and designed as a web-playable demo.
- 3D Destruction Platformer (Sandbox Project)** – Experiment in Unity's physics engine. Built destructible environments and traversal mechanics; modeled and textured all 3D assets in Blender.
- PS2-Style Horror Prototype** – Mechanical prototype experimenting with atmospheric design and VHS camera mechanics inspired by Silent Hill and Fatal Frame

EDUCATION

Web Development Course at Le Wagon

- Completed an intense full-time Web Development course, successfully pitched on of the 6 apps to be developed, ChoreQuest. Completed all training materials and offered help and best-practice to peers.

Master of Directing Film & TV at Bournemouth University

- Directed two short films, managing cross-functional teams and overseeing every aspect of production from script to post-production.
- Developed advanced project management skills by liaising with all departments to ensure the creative vision was executed within budget and time constraints.



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SKILLS

Game Development: Unity, C#, PlayFab, Plastic SCM, Shader Graph, Cinemachine, DOTween, Particle Systems, Blender

Programming: HTML, CSS/SCSS, JavaScript, Ruby, Python, PHP

Frameworks/Libraries: Ruby on Rails, React, Next.js, Tailwind CSS, Bootstrap, WordPress

Other Tools: Git/GitHub, Photoshop, DaVinci Resolve, Premiere Pro

HOBBIES

Games:

Playing Elden Ring for the 3rd time!

Japanese:

JLPT N4 acquired, currently pursuing N3.

Running:

Recently hit a 17km personal best.