MADDI FITZMAURICE

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SKILLS AND TOOLS

- Unity Engine
- Visual Studio
- Jenkins

- Confluence, Notion
- Trello, Jira, Teamhood, Slack
- Docker

- C#
- C++
- Github

EXPERIENCE

Freelance Game Designer
UNSW Careers and Employment

June 2019 - August 2019

- Designed a board game for students to promote UNSW Careers and Employment for UNSW's O-Week

PROJECTS

Lead Programmer (Team - 11)
Bound By A Dying Star (University Capstone Project - PAX Australia)

Released 2024
Unity Engine
C#

- Programmed hybrid event-driven / layered architecture for modular systems
- Programmed a dynamic single screen fixed camera system with Cinemachine Package
- Handled a 2 player controller couch co-op system using Input System Package + accounting for edge cases in other systems
- Developed interaction and puzzle system frameworks for designers and programmers
- Created custom character movement to compliment both the fixed camera system and cloth physics with Vector Math + GeometryUtility Libraries
- Maintained target FPS performance for PAX machines by teaching and enforcing good coding/Unity practices

Game Developer (Team - 4)
The Grave Shift (Game Jam)

Released 2024
Unity Engine
C#

- Designed and programmed narrative and UI systems for the team's artist and writer using Ink Package

Game Developer (Team - 2)
ChromaZones (Game Jam/Personal Project)

Released 2024
Unity Engine
C#

- Designed and programmed mechanics, level, systems, UI, and enemy AI and playtested modules extensively to go from game jam to full game

EDUCATION

Bachelor Of Computer Science (Games Programming)
Swinburne University

February 2022 - October 2024

- Goldsmith Family Women in STEM Scholarship Recipient

CS50 Introduction to Courses
CS50x Harvard

August 2020 - November 2021

- Introduction to Computer Science
- Introduction to Game Development

Bachelor Of Media (Screen And Sound Production)
University Of New South Wales

2015 - 2019

- Graduated with Distinction