Max Morse Parker

Game Programmer

Portfolio: MaxMorse.github.io
Email: MaxMelodyMorse@gmail.com

Skills:

- Unity
- GameMaker Studio 2
- Git
- Unit Testing
- HTML5
- C++
- Word
- Twitter API

- Monogame
- C#
- Scrum
- JSON
- Bootstrap
- ActionScript 3
- Excel
- Photoshop

- Godot
- Javascript
- Manual Testing
- Node.js
- SQL
- .Net
- PowerPoint
- Maya

Education:

NHTI, Concord's Community College *(Class of May 2019)*
Associate of Science in Animation and Graphic Game Programming

Plymouth State University *(Class of May 2013)*
Bachelor of Arts in English, Minor in Drawing

Experience:

NeighBooHood *(C#, Unity3D)*
Programmer, NHTI *(December 2018 — Ongoing, 7 team members)*
- Coordinated with team members using SCRUM
- Performed manual tests to ensure game systems were functioning as expected
- Designed and implemented user inventory system and miscellaneous features
- Collaborated with other programmers to test and debug project
- Organized and documented code according to best practices

'94 *(Godot)*
Programmer, Personal Project *(July 2020 — Ongoing, Solo*
- Designed finite state character controller
- Wrote tools to aid with level creation

EasyMaps *(C#, Unity)*
Programmer, Personal Project *(March 2019 — Ongoing, Solo*
- Designed easy-to-use level editing tool for game developers
- Practiced Test Driven Development in order to catch bugs early
- Organized project by refactoring code