Max Morse
Game Programmer

Email: MaxMorse@gmail.com
Portfolio: https://maxmorse.github.io/

Skills:

- Unity
- Android
- Windows Mixed Reality
- JavaScript
- Manual Testing
- Markdown
- .Net
- Word
- Twitter API
- PHP
- GameMaker Studio
- Google Daydream
- Oculus
- HTML
- JSON
- Bootstrap
- ActionScript 3
- Excel
- Photoshop
- SCRUM
- C#
- Gear VR
- Git
- CSS
- Node.js
- SQL
- C++
- 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:

Neigh-BOO-hood   *(C#, Unity)*
Programmer, NHTI   *(December 2018 — May 2019, 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

The Good Game   *(C#, Unity)*
Programmer, Personal Project   *(March 2019 — Ongoing, Solo*
- Designed project architecture
- Developed custom editor tools to aid in level select map creation

                                                                           (C#, Unity)
Picross Adventure
Programmer, NHTI   *(April 2019, Solo)*
- Developed game manager to track player's progress
- Designed UI