

Max Morse Parker

Game Programmer

Portfolio: [MaxMorse.github.io](https://github.com/MaxMorse)

Email: MaxMelodyMorse@gmail.com

Skills:

- Unity
- Monogame
- Prototyping
- Git
- Node
- SQL
- Bootstrap
- ActionScript 3
- Excel
- GameMaker Studio 2
- C#
- Game physics
- Scrum
- Bootstrap
- C++
- SQL
- .Net
- PowerPoint
- Godot
- JavaScript
- Tools development
- Manual Testing
- HTML
- JSON
- Photoshop
- Word
- 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:

Dryad City

(Godot)

Programmer

(July 2020 – Ongoing, Solo)

- Designing finite state character controller
- Developing a custom level editor to aid level design
- Prototyping and implementing new features

NeighBooHood

(C#, Unity3D)

Programmer (December 2018 – May 2019, May 2020 – September 2020, 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
- Refactored input code to work with Unity's Input System

Picross Adventure

(C#, Unity)

Programmer, NHTI

(April 2019, Solo)

- Developed game manager to track player's progress
- Designed UI