

Maxen McCoy

Gameplay Programmer

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7 Locust Ave
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Portfolio: portfolio.website.com

Phone: (603)205-6596

Experience:

The M[eye]ne, *NHTI*

(3 months / 3 team members)

Programmer

- Developed player rig and mechanics
- Designed/programmed primary mechanics
- Miscellaneous programming tasks
- Developed menu system
- VFX work

Space Pizza, *Extra Credits Game Jam*

(72 hours/ 2 team members)

Programmer/Designer

- Developed entire project other than creating art and sound

Emerald Sanctum, *NHTI*

(3 months / solo)

Solo Developer

- Developed entire project

Cursed Crown

(48 hours/ 7 team members)

AI Programmer

- Developed and implemented AI systems
- Developed and implemented mechanics for controlling and swapping with AI
- Implemented core mechanics

Skills:

Computer Languages:

- Python
- Visual Basic
- Java
- C++
- C#
- HTML

Unity

Autodesk Maya

VR Development

Adobe Premiere

Adobe Photoshop

JavaScript

CSS

Education:

New Hampshire Technical Institute (NHTI)

2017 - Ongoing

Associate Degree in AGGP (Animation and Graphic Game Programming)

Great Bay Community College

2015-2016

Exeter High School

2011-2015

Seacoast School of Technology - Computer Science

2012-2015

Portfolio: <https://maxenmccoy.github.io/>

References available on request