

# Maxen McCoy

Gameplay Programmer

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Portfolio: [maxenmccoy.github.io/portfolio](https://maxenmccoy.github.io/portfolio)

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## **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

Published on Steam

Space Pizza, *Extra Credits Game Jam*

*(72 hours/ 2 team members)*

Programmer/Designer

- Developed entire project other than creating art and sound

Published on itch.io

Emerald Sanctum, *NHTI*

*(3 months / solo)*

Solo Developer

- Developed entire project

## **Skills:**

Computer Languages:

- Python
- Visual Basic
- Java
- C++
- C#
- HTML / CSS
- Javascript

Autodesk Maya

3ds Max

Unity *(2.5 years experience)*

VR Development on:

- Oculus Rift
- Windows Hololens
- HTC Vive
- Google Daydream
- GearVR

Adobe Photoshop

Adobe Premiere

## **Education:**

Southern New Hampshire University (SNHU)

*2019 - Ongoing*

New Hampshire Technical Institute (NHTI)

*2017 - 2019*

Associate Degree in AGGP (Animation and Graphic Game Programming)

Exeter High School

*2011-2015*

Seacoast School of Technology - Computer Science

*2012-2015*

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

*References available on request*