

# Maxen McCoy

Game Programmer

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

## WORK EXPERIENCE

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### Skymap Games Inc.

February 2020 - January 2025

Engineer

- Working on large-scale game projects to produce a quality gameplay experience.
- Analyzing large codebases to determine where bugs and performance issues are occurring, and how best to fix them.
- Porting games to multiple consoles and ensuring performance and parity across each version.
- Working in a professional studio environment, communicating progress with daily stand-ups and ensuring that everyone on the team is synchronized and on task.

## PROJECT EXPERIENCE

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**Unreleased VR Project** (*Skymap Games 2024, 11 months*) - Unreal Engine, C++  
Gameplay programming, player avatar animation tech art, multiplayer compatibility

**Wayfinder** (*Skymap Games 2022-2023, 3 months*) - Unreal Engine, C++  
Bug fixing leading up to and during early access launch

**Unreleased Project** (*Skymap Games 2022, 5 months*) - Unreal Engine, C++  
Porting existing game project from UE 4.27 to UE 5.2 and to new generation consoles

**Starwave** (*Skymap Games 2022, 5 months*) - Unreal Engine  
Audio-driven VFX for VR game prototype

**Romancelvania** (*Skymap Games 2021, 2 months*) - Unreal Engine  
Porting to PS5, bug fixing

**République Anniversary Edition** (*Skymap Games 2020-2022, 2 years*) - Unity, C#  
Bug fixing, console porting, optimization for PS4 and PSVR, implementing new audio content using CRIWare

## TECHNICAL SKILLS

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Primary Programming Languages: **C#, C++**

Game Engines: **Unity** (*7 years experience*), **Unreal Engine 5** (*2 years experience*)

Console Development for: **PS5 / PS4, GDK / XDK, Switch**

VR Development for: **Oculus Quest, PSVR, HTC Vive**

Project Tools: **Git, Perforce, SVN, Jira, Trello, ClickUp**

## EDUCATION

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### Southern New Hampshire University (SNHU)

*Bachelor of Science Game Programming and Development*  
Completed August 2022

### New Hampshire Technical Institute (NHTI)

*Associate Degree in AGGP (Animation and Graphic Game Programming)*  
Completed May 2019

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