Maxen McCoy
Game Programmer

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Portfolio: maxenmccoy.github.io/portfolio

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EDUCATION:
Southern New Hampshire University (SNHU)
Bachelor of Science Game Programming and Development
Expected Graduation May 2022
GPA 3.5 | Dean's List

New Hampshire Technical Institute (NHTI)
Associate Degree in AGGP (Animation and Graphic Game Programming)
Completed May 2019

GAMES EXPERIENCE:
République, *Skymap Games Inc.*   Manchester, NH
Programmer   February 2020 - Present
- Working in a professional studio environment, communicating progress with daily standups and ensuring that everyone on the team is synchronized and on task.
- Analyzing a large codebase and determining where issues and bugs are occurring, and how best to fix them.
- Communicating with other programmers so that we can share the knowledge we've gained while working on the project.
- Interacting with Quality Assurance to prioritize major issues and accelerate the process of figuring out how to fix those issues.

NeighBOOhood, *NHTI*   Concord, NH
Programmer   November 2018 - May 2019
- Collaborated with a team of 7 to design, develop, and polish a multiplayer third person party game over the course of 7 months.
- Designed and implemented the structure of core systems of gameplay, and made sure that the rest of the team understood how to work with and build on top of those systems.
- After reaching a point where we could start hitting stretch goals, I helped port the game from local multiplayer to online multiplayer.

The M[eye]ne, *NHTI*   Concord, NH
Programmer   March 2018 - May 2018
- Collaborated with a team of 3 to develop a first person survival horror game of the course of 3 months.
- Designed and implemented core systems relating to player movement and survival systems.
- Assisted teammates by implementing various minor mechanics that supported the elements of the game they were working on.
- Created various VFX in the game, such as the visuals for the game's monster as well as fire for torches.
- Published the game on Steam.

SKILLS:
Primary Computer Languages:
- C#
- C++

Unity *(4 years experience)*

Autodesk Maya
3ds Max

Adobe Premiere
Adobe Photoshop

VR Development for:
- HTC Vive
- Oculus Rift
- GearVR
- Microsoft HoloLens
- Google Daydream

Game Design Focuses
- Gameplay programming
- Level design
- VFX and Shader