

Skills

C++	OpenGL	DirectX
C#	Visual Studio	Perforce
Github	HTML5 & CSS	Javascript
Python	Processing	Nintendo Switch
Microsoft Office	iOS	Android

Professional Portfolio

Online portfolio available at www.MaxTheProgrammer.co.uk this contains all current work both completed at university and during my free time.

Games programmer at **Sports Interactive** as part of their **Core Tech** team. Dedicated team member with a passion for video games and the games industry.

Work Experience

Sports Interactive, Core Tech

May 2014 - Present

At Sports Interactive I have been working as part of their Core Tech team, my role here is to implement functionality across all of their projects. This involved maintaining, improving, optimising and adding new functionality to the shared platform libraries across multiple platforms.

During my time here I have helped produce multiple titles on multiple platforms including Football Manager 2015 - Football Manager 2019, every version of Football Manager Touch (The iOS and Android version of the game), every version of Football Manager Switch (The Nintendo Switch version of the game) as well as maintaining libraries used by both Football Manager Mobile and Football Manager Online.

I also took a leading role in the warchild gamejam for Sports Interactive's Malkia which focused around a mother trying to keep her children alive, fed and educated throughout war torn parts of Africa.

Education

Goldsmiths, University of London (September 2013 - 2014)

MSc Computer Games and Entertainment

Graduated with Distinction

Mathematics and Graphics 1 (C++)	77	Mathematics and Graphics 2 (C++)	78
Tools and Middleware (C++)	65	Business	62
Advanced Programming (C++)	78	AI (C++)	60
Intro to Programming (C++)	68	Physics & Animation (HTML5 & JS / Unity)	70

Other notable mentions

Student Representative for the course.

Arranged and organised a **Global Game Jam 2014** event held at Goldsmiths.

Organised a **UKIE Game Jam 2014** event held at Goldsmiths.

London Metropolitan University (September 2010 - 2013)

BSc Computer Games Programming

Graduated with 1st Class

Year Long Modules

Prototype Development (C++ & DirectX)

A

Final Project (C++ & DirectX)

B

Term Long Modules

Artificial Intelligence (HTML5 & JS)

A

Artificial Intelligence for games (C++)

A

Graphics and Imaging (C++ & OpenGL)

A

Event Modelling and Simulation (C++ & OpenGL)

A

Specialist Programming (C++)

B

Web Games Design and Development (HTML5 & JS)

A

Mathematical Techniques

A

C++ programming: An introduction

A

Other notable mentions

Student Representative for the course

Competed in the **Brains Eden Game Jam 2013** with other students from London Metropolitan University.

Hobbies & Interests

After work and during my weekends, I try to spend as much time as possible with my family and friends, normally either down the pub or spending the evening with a few of my mates fighting around the map in Heroes of the Storm. While current circumstances have seen my gaming sessions take a back-seat to higher priorities, I still try to spend some time playing around with some of the great games out there at the moment.

Referees

William Latham

Course Tutor

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Svein Kvernoey

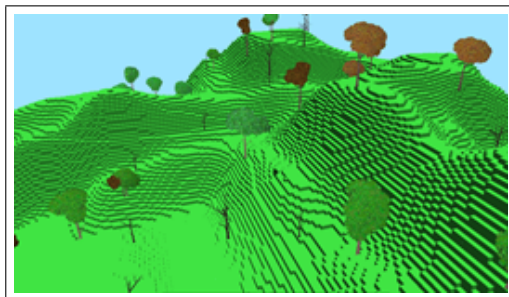
Line Manager

Technical Director

Sports Interactive

Tel: N/A

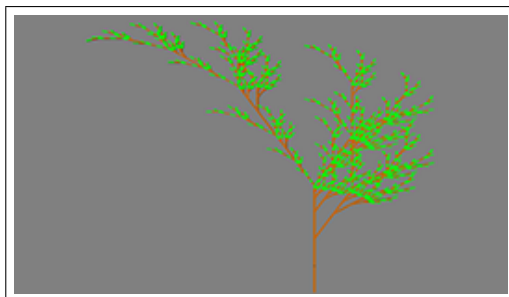
E-mail: Svein.Kvernoey@sigames.com



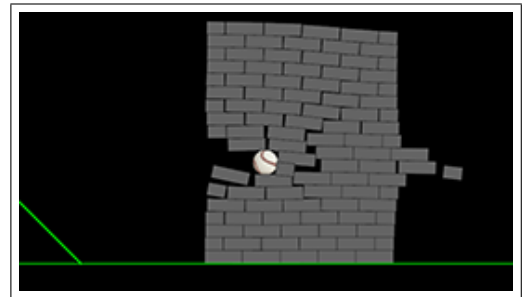
Math project using perlin noise and stochastic trees for terrain generation.



Group project building a minecraft-esque sandbox game.



Math project using L-Systems to generate trees



Tools and Middleware project to integrate different libraries together.