



Max Schreiber

Fascinated by how users interact with new technologies, I specialize in designing and developing user interactions for virtual reality based games and applications with a UX centered approach.

Skills

Game Design

UX design and user research

Game and Software Development

VR Design and development

Tools

Unity3d

C# development


Maya and 3DS Max for prototyping

Microsoft Visual Studio

Adobe products

Multiple prototyping tools

Contact me

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 maxwelldesign.net

Education

University of Washington

September 2012 - June 2016

BS from School of Human Centered Design and Engineering (HCDE) specializing in Human Computer Interaction.

Experience

Technical Designer at House of How
June 2016 - present

Designing and Developing intuitive player controls, novel user interfaces, and exciting game mechanics for a Unity 3d virtual reality environment.

Architected and developed core aspects of games, wrote enemy AI scripts, and led level design.

UX Designer and Researcher at Bellhapp
January 2016 - June 2016

Focused on creating wireframes and mockups that culminated in a mobile and web prototype; designed and ran extensive usability tests.

Researched Bellhapp's target user groups to gather and develop design requirements through interviews and surveys.

University of Washington HCDE Capstone
January 2016 - June 2016

Designed an immersive puzzle game that focused on communicating physical and psychological symptoms of anxiety to players who do not suffer from anxiety.

Worked with C# in Unity3D in order to prototype interactions and player mechanics using the HTC Vive.

Conducted extensive usability tests in order to ensure intuitive user interactions and effective simulation of anxiety.

Awards

2nd Place at AEC/VR Hackathon, Seattle, WA
September 2015

Created a cooperative virtual reality puzzle game

Designed user interactions and level design for the game as well as overall concepts and storyboards.