

Max Morse Parker

Game Programmer

Portfolio: [MaxMorse.github.io](https://github.com/MaxMorse)

Email: MaxMelodyMorse@gmail.com

Skills:

- GameMaker Studio 2
- Javascript
- Prototyping
- Git
- Mobile Development
- Game Design
- SQL
- ActionScript 3
- Excel
- Unity
- C#
- Game Physics
- Scrum
- AR/VR Development
- Monogame
- Bootstrap
- .Net
- PowerPoint
- Godot
- C++
- Tools development
- Manual Testing
- HTML
- JSON
- Node
- Maya
- Word

Education:

NHTI, Concord's Community College

(Class of May 2019)

Associate of Science in Animation and Graphic Game Programming

Plymouth State University

(Class of May 2013)

Bachelor of Arts in English, Minor in Drawing

Experience:

Untitled 3D Platformer

(GameMaker Studio 2)

Programmer

(April 2021 – Ongoing, Solo)

- Wrote a script to import a 3D model into Game Maker Studio 2
- Developing a system for running automated tests
- Writing a physics library to facilitate movement of objects in the game world

Prototyping and Tools Development

(Unity, Godot)

Programmer, Tools Developer

(September 2020 – Ongoing, Solo)

- Created tools to aid game development in Unity and Godot
- Wrote useful scripts and functions and shared them through GitHub

NeighBooHood

(C#, Unity3D)

Programmer (December 2018 – May 2019, May 2020 – September 2020, 7 team members)

- Coordinated with team members using SCRUM
- Performed manual tests to ensure game systems were functioning as expected
- Designed and implemented user inventory system and miscellaneous features
- Refactored input code to work with Unity's Input System