Max Morse Parker

Game Programmer

Portfolio: MaxMorse.github.io
Email: MaxMelodyMorse@gmail.com

Skills:

- GameMaker Studio 2
- Javascript
- Prototyping
- Git
- Node
- SQL
- Bootstrap
- ActionScript 3
- Excel

- Unity
- C#
- Game physics
- Scrum
- Bootstrap
- Monogame
- SQL
- .Net
- PowerPoint

- Godot
- C++
- Tools development
- Manual Testing
- HTML
- JSON
- Mobile Development
- 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
- Created a class for all actors to inherit from with position, scale and rotation vectors to determine how it is rendered in the game world
- Developing a system for running automated tests
- Writing a physics library to facilitate movement of objects in the game world

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