

# MAX LEEMING

Game Developer

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## Professional Profile

Recent graduate seeking full time position as a game developer. Have experience working on games, as well as other complex and varied programming projects. Interested in transitioning to a position with an agile, cross-disciplinary team of passionate creatives.

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## Education

### **Bachelor of Information Technology**

*Interactive Multimedia & Design*

Carleton University

2014-2019

### **Interactive Media Development**

Algonquin College

2014-2019

## Languages

C++

C#

Java

Python

Bash Shell Scripting

HTML / CSS

JavaScript

PHP

## Skills & Tools

Unity

Maya

Adobe Premiere

Adobe After Effects

## Projects & Work Experience

### **METAL SHEPHERD**

*Game Developer (Summer 2018 - Winter 2019)*

- Developed a third person action adventure game with a small team of three other students
- Roles included general programming, enemy AI, level design, bug fixing, web development, sound design, and producing the soundtrack
- Worked with the artist and modeler to create and implement their ideas

### **BANK OF CANADA**

*Web Developer, Co-op (Jan. 2017 - Dec. 2017)*

*Web Developer, Summer Student (Apr. 2018 - Aug. 2018)*

- Worked with an agile team to develop and maintain the Bank's five websites
- Researched and implemented data migration test automation, saving weeks of time
- Developed tools to replace print publications with fully digital and interactive publications

### **CARLETON UNIVERSITY**

*Multimedia Developer (Sept. 2016 - June 2017)*

- Wrote and produced a pair of online introductory and advanced programming courses
- Collaborated with other team members to create an efficient production pipeline