Maximillian Laumeister

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https://www.maxlaumeister.com

Software Development
Web Development
Game Design

Experience with object-oriented programming techniques, coupled with substantial web development and design backgrounds. Capable of strong and efficient written communication.

Education

University of California: Santa Cruz (2010-2014)
- BS in Computer Science: Computer Game Design, highest honors
- Minor in Bioinformatics
- Member of Tau Beta Pi Engineering Honor Society

Programming Skills

Technologies: HTML5/CSS/Javascript, jQuery/AJAX, C/C++, C#, Unity, Java, Python, GameMaker/GML.

Tools: Git/GitHub, SVN, Apache, Grunt, JSDoc, Eclipse, Visual Studio, Dropbox.

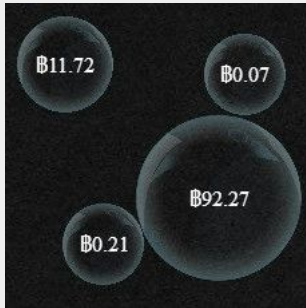**Platforms:** Windows, Mac OS, Linux/Unix, Android, iOS.

Design Skills

Graphic Design: Adobe Photoshop and Illustrator, Gimp, and Inkscape.

Video Production: Adobe Premiere and After Effects.

Audio Production: FL Studio, Logic Pro, and Audacity.

Jobs and Projects

BitListen - HTML/CSS/JS
http://bitlisten.com/

BitListen (2013 - Present)

Overview:
- Bitcoin transactions with sound
- Real-time data via Websocket

Attention:
- Featured on NPR (National Public Radio)
- Highlighted on The Verge
- 127,000 unique visitors
- 29 forks and 80 stars on GitHub
- Code forked into "Listen to Wikipedia"

My Role:
- All code and design by me, plus some features added through pull requests

Immunogen - Unity/C#
http://immunogen.org/

Immunogen (2014)

Overview:
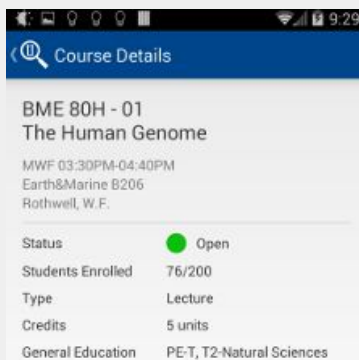- 2D physics game in Unity
- Team of 4 students

Attention:
- Winner: Technical Innovation (UCSC 2014)
- Finalist: Visual Design and Grand Prize

My Role:
- Created game concept and mechanics
- Implemented game mechanics in C#
- Created all art and composed all music
- Created game trailer

UCSC Class Search - Android
http://maxl.us/cs

UCSC Class Search (2014)

Overview:
- Native Android app
- Lets UCSC students search for classes

My Role:
- Designed app including all activities
- Wrote asynchronous netcode, including HTML parsing routine
- Wrote UI functions
- Designed all art and interface elements

Treofab - HTML/CSS/JS

Treofab Product Editor (2014)

Overview:
- Apply 3D clip art to a plastic product
- Purchase the product
- Get it 3D printed and shipped to you

My Role:
- Contract programmer for Treofab, Inc.
- Wrote WebGL code using the Three.js library
- Implemented mouse controls using raytracing
- Implemented undo/redo stack, delete, change variant, and other interface elements

OpenGlobe - HTML/CSS/JS
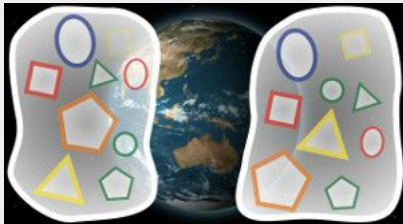
OpenGlobe Learning (2014)

Overview:
- Interactive learning platform for K-12 students
- Students watch videos and complete activities
- Product is in an early conceptual stage

My Role:
- Contract programmer for OpenGlobe Learning
- Implemented interactive activities in HTML5/CSS/JS
- Created intro animation in After Effects
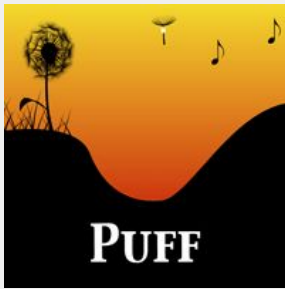
Hex109 - C++

Hex109 (2013)

Overview:
- Written in C++ for command line
- Plays the strategy board game "Game of Hex"
- Includes Monte Carlo AI

My Role:
- Designed and wrote entire program
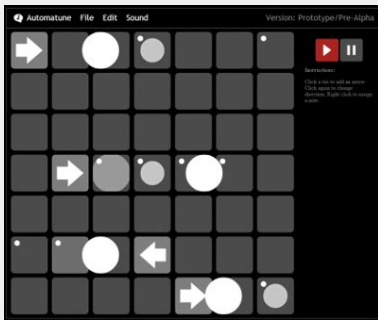
Puff - GameMaker

Puff (2012)

Overview:
- PC/Mac Game
- Minimalist vector graphics
- Mouse controls

Attention:
- Finalist: Audio Award (UCSC 2012)

My Role:
- Created game concept
- Implemented game mechanics in GML
- Created all art and composed all music
- Created game trailer

Automatune - HTML/CSS/JS

Automatune (2014)

Overview:
- HTML5 procedural music editor
- Simplified, accessible interface
- Create music with no coding knowledge

Did you know?

- I write answers to programming questions on Stack Overflow. I've written over 300 answers so far, and gained over 10,000 reputation.
- In 2011 I ran a Minecraft YouTube channel that got 9 million views, and I was invited to Minecon.
- I write music for virtual orchestra in my spare time. I also punch custom music boxes.

Availability

To get in touch, shoot me an email at max@maxlaumeister.com. I'd love to hear about what you're working on, and possibly help out.