

# Maximillian Laumeister

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## Software Development Game Development Graphic Design

Programmer, web developer, and fourth-year Computer Science student at University of California, Santa Cruz. Experience with object-oriented programming techniques, coupled with a substantial design background. Capable of strong and efficient written communication.

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### Education

#### University of California: Santa Cruz (2010-2014)

- BS in Computer Science: Computer Game Design
- Minor in Bioinformatics
- Member of Tau Beta Pi Honor Society

### Programming Skills

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

**Tools:** Git/GitHub, SVN, Eclipse, Visual Studio, Dropbox.

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

### Design Skills

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

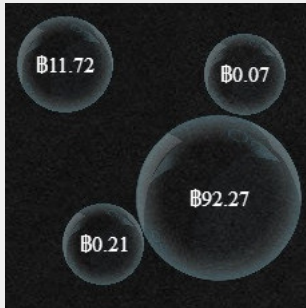
**Video Editing:** Adobe Premiere and After Effects.

**Audio Editing:** Pro Tools, FL Studio, Logic Pro, and Audacity.

## 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

<http://immunogen.org/>



Immunogen (2014)

#### Overview:

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

#### Attention:

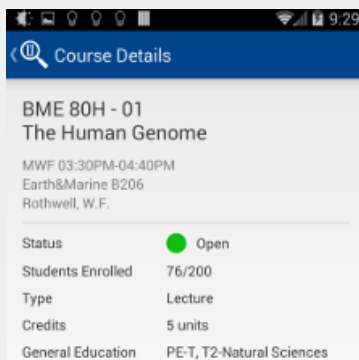
- Winner: Technical Innovation (UCSC 2014)
- Finalist: Visual Design and Grand Prize

#### 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://git.io/9lgLdQ>



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

<http://goo.gl/M6mGvg>



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:

- 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

<http://openglobelearning.net/>



OpenGlobe Learning (2014)

### Overview:

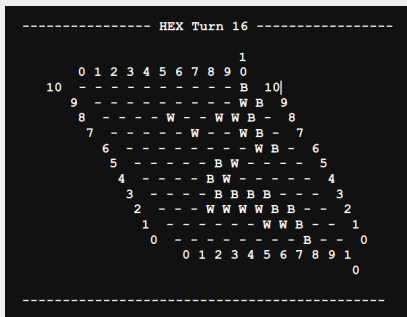
- Interactive learning platform for K-12 students
- Students watch videos and complete activities
- Product is in an early conceptual stage

### My Role:

- Implemented interactive activities in HTML5/CSS/JS
- Created intro animation in After Effects

## Hex109 - C++

<http://git.io/HL-QNQ>



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 (2012)

Overview:

- PC/Mac Game
- Simple 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

## Availability

- Available full-time starting January 2015

To get in touch, shoot me an email at [max.laumeister@gmail.com](mailto:max.laumeister@gmail.com). I'd love to hear about what you're working on, and possibly help out.