

Maximillian Laumeister

max.laumeister@gmail.com
<http://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.

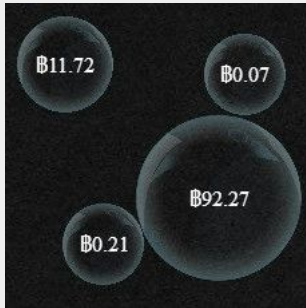
Video Production: Adobe Premiere and After Effects.

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

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:

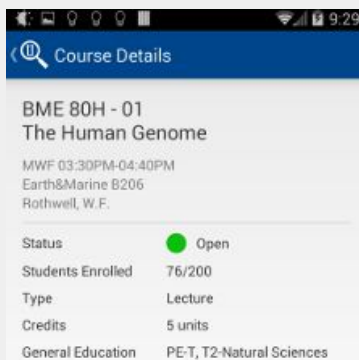
- Winner: Technical Innovation (UCSC 2014)
- Finalist: Visual Design and Grand Prize

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://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

<http://maxl.us/treo>



Treofab Product Editor (2014)

Overview:

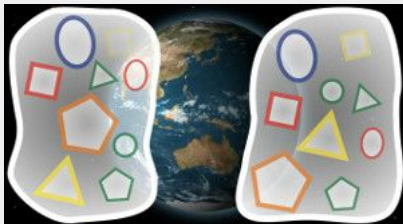
- Apply 3D clip art to a plastic product
- Purchase the product
- Get it 3D printed and shipped to you

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:

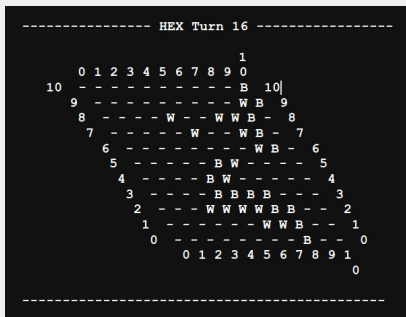
- Interactive learning platform for K-12 students
- Students watch videos and complete activities
- Product is in an early conceptual stage

My Role:

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

Hex109 - C++

<http://maxl.us/hex>



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:

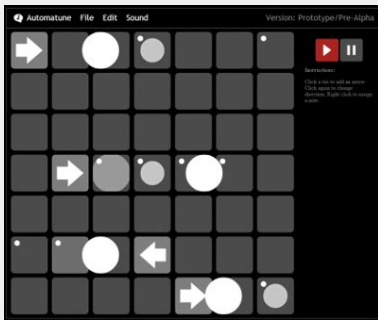
- PC/Mac Game
- Minimalist vector graphics
- Mouse controls

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 (2014)

Overview:

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

Availability

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