Maximillian Laumeister

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Software Development
Web Development
Game 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.

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

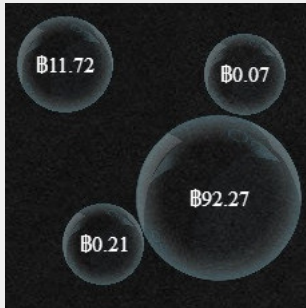**Graphic Design:**   Adobe Photoshop and Illustrator, Gimp, and Inkscape.

Video Editing: Adobe Premiere and After Effects.

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

Projects

BitLisen - HTML/CSS/JS

http://bitlisten.com/

BitLisen (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
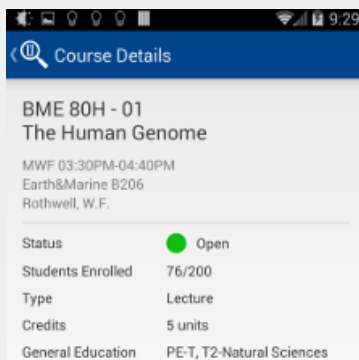- Team of 4 students

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

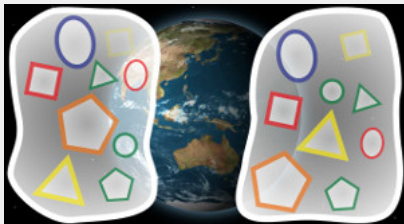Treofab Product Editor (2014)

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
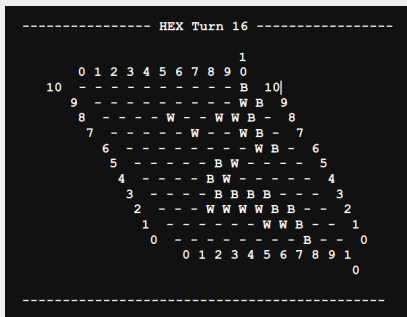
OpenGlobe Learning (2014)

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++

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
http://goo.gl/WCjiYe

Puff (2012)

Overview:
- PC/Mac Game
- Minimalistic 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. I'd love to hear about what you're working on, and possibly help out.