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.

Programming Experience

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

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

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

Design Experience

Graphic Design: Adobe Photoshop and Illustrator, Gimp, and Inkscape.
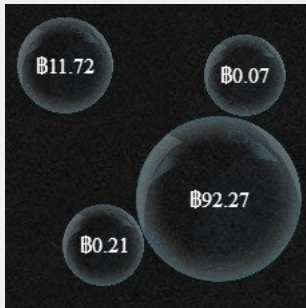
Video Editing: Adobe Premiere and After Effects.

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

Projects

BitListen - HTML/CSS/JS

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, aside from some sound-related pull requests on GitHub

Immunogen - Unity

Immunogen (2014)

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

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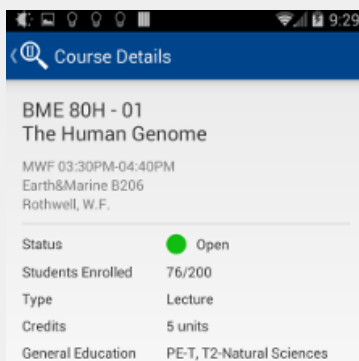- Winner: Technical Innovation (UCSC 2014)
- Finalist: Visual Design and Grand Prize

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

UCSC Class Search - Android

UCSC Class Search

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

(2014 - Present)

Treofab - HTML/CSS/JS
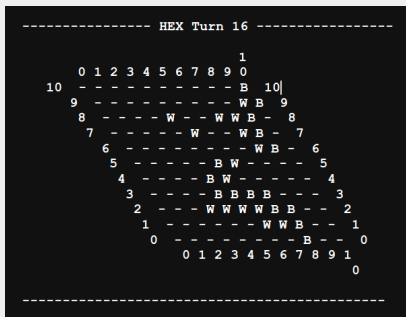http://goo.gl/M6mGvg

Treofab (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

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 - GameMaker
http://goo.gl/WCjiYe

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 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.