

Max Seavey

New York, NY - (919) 607-9600 - maxcseavey@gmail.com

EDUCATION

New York University, Tisch School of the Arts, New York, NY

2019 - 2023

Bachelor of Fine Arts, Game Design, Minor in Web Programming and Applications - GPA: 3.77 (Honors)

EXPERIENCE

Snacktime Games, New York, NY

Jun 2022 - Present

[Lead Programmer, Project Manager, Web Designer](#)

- Led Agile-driven prototyping and formulated a development timeline for the game *Signal Creek*, effectively distributing responsibilities among creative departments
- Engineered essential gameplay systems and project infrastructure in the Python-based programming language GDScript, adhering to best code practices
- Created comprehensive code documentation to facilitate seamless collaboration between development and design teams
- Produced public-facing website for Snacktime Games using the Ruby framework, enabling efficient site content updates

Equal Pride, Remote

Jun 2023 - Aug 2023

[Freelance Editorial Assistant](#)

- Proactively wrote and published 2-4 articles per day, meticulously covering breaking news in LGBTQ+ rights, politics, social justice, pop culture, and the environment, while consistently meeting short deadlines
- Executed editorial strategies aligned with Advocate Channel's creative direction by conducting rigorous research and fact-checking, ensuring the accuracy and credibility of published content

The Penne Dreadful Murder

Jan 2022 - May 2022

[Project Manager, UI/UX Designer](#)

- Fostered cross-disciplinary communication as project manager for the narrative game *The Penne Dreadful Murder*, ensuring a streamlined and enjoyable approach to development
- Conceptualized and implemented user interfaces, collaborating with narrative designers and programmers to seamlessly integrate underlying mechanical systems

New York University Tisch School of the Arts, New York, NY

Jan 2022 - May 2022

Teaching Assistant, Future Game Designers (January 2022 - May 2022)

- Guided local high school students in learning game design principles, assisting them in the creation of their first digital game projects using GameMaker Studio 2
- Collaborated with instructor to enhance curriculum content and delivery methods

New York University College of Arts and Science, New York, NY

Feb 2020 - Dec 2021

Web Design Tutor Administrator (September 2021 - December 2021)

- Managed the scheduling of tutoring sessions and maintained oversight of tutors, monitoring student attendance and documenting recurring curriculum challenges for improved course effectiveness

Web Design Course Tutor (February 2020 - December 2021)

- Provided in-person and remote tutoring in web design fundamentals, including HTML, CSS, JavaScript, jQuery, Unix, responsive design, accessibility, and best coding practices
- Enhanced students' technical understanding through tailored communication, embraced remote teaching methods for accessibility

HONORS & FEATURES

Tisch Salute Honorific Banner Bearer

2023

- Nominated by NYU Game Center faculty to carry departmental banner at Tisch School of the Arts Salute to the Class of 2023 in recognition of outstanding academic achievements

[New York University 2023 Graduating Student Profile Feature](#)

2023

- Selected from among 22,000 graduating students to be featured as the Tisch School of the Arts graduate on the Commencement Student Profiles page for being an outstanding community member

SKILLS

Frontend Web Development (HTML, CSS, JavaScript, **SCSS**, **React**, Liquid, Jekyll, p5, jQuery, Ruby, Underscore),

Backend Web Development (Ruby On Rails, PHP, **Node.js**, Python, Java, jQuery AJAX), **Object Oriented Programming** (C#, Java), Data Structures, **Web Performance**, **Accessibility**, Agile Project Management / Scrum, Notion, Jira, Asana, Constructive Feedback, Professional Communication, **Collaboration**, **Rapid Game Prototyping**, Game Writing, **Graphic Design**, **Game Art**, Adobe Creative Cloud