



# Max Seavey

Game Designer | New York, NY

Hello! I'm a narrative game designer who values **kindness** in collaborative projects. I have strong technical backgrounds in **Visual Art** and **Computer Science**, and I love to tell stories of real human experiences in imaginative ways! (I also love birds...)

## EXPERIENCE

- Jan 2022 - May 2022 **Teacher's Assistant: Future Game Designers**  
New York University, New York, NY  
Taught game design principles to local high school students and advised them in developing their first games in Gamemaker Studio 2.
- Jan 2022 - May 2022 **Code Help Desk**  
New York University, New York, NY  
Assisted Game Design students with programming assignments in various department classes.
- Feb 2020 - Dec 2021 **Web Design Tutor & Administrator**  
New York University, New York, NY  
Tutored Web Design students in-person and remotely. Topics included: HTML/CSS, Javascript/JQuery, Unix, and responsive design.  
**Administrative role:** scheduling and coordinating with instructors and tutors.

## PROJECTS

- Jun 2022 - Present **Signal Creek**  
Project Manager, Designer & Programmer
- Scoping, coordinating, and participating in all aspects of development
  - Designing both environmental and text-based storytelling systems
  - Maintaining design & narrative documentation
  - Programming & documenting core game systems in Godot Mono Engine, using GDScript and C#
  - Bridging Ink narrative engine with custom C# and Godot systems
  - Producing concept art and pixel art assets
- Jan 2022 - May 2022 **The Penne Dreadful Murder**  
Project Manager & Visual Designer
- Scoped development, facilitated communication between all disciplines
  - Designed the User Interface; worked with narrative designers and programmer on implementing underlying mechanical systems
  - Worked with artists to unify a visual identity; illustrated backgrounds

## SOFTWARE & SKILLS

- Adobe CC Suite | **Autodesk Maya** | Substance Designer | **Figma**
- **Unity/C#** | ShaderLab | Godot/GDScript | **Git** | Ink
- **OOP** | **Data Structures** | Full-Stack Web Development | PHP
- **Project Management** | Communication | Agile Development | **Jira** | Notion
- **Illustration** | Character & **Environment Design** | 2D Animation | **3D Modeling**

## EDUCATION

- New York University**  
Sep 2019 - May 2023
- BFA Game Design
  - Minor in Web Development and Programming