

# Max Seavey

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[Portfolio](#) • [GitHub](#) • [LinkedIn](#)

I'm a **Game Design** and **Computer Science** student at **New York University** with an interest in creating visually appealing user interfaces for interactive digital media.

## Skills

**Full-Stack Web Development:** HTML/CSS/Javascript front-end responsive design; PHP server-side development; jQuery AJAX; Prototyping in Figma and Adobe XD

**Visual Design:** Adobe Photoshop and Illustrator for UI/UX ideation, photo editing, illustration; game asset animation, motion design

**Programming Languages:** C#, Javascript, PHP, Java, Python; Object-oriented design; efficient data structures and sorting algorithms

**Project Management:** Coordinating group game development projects; collaborative version-control with GitHub

**Game Development:** Unity Engine development; Javascript browser games

## Education

**New York University** • 9/2019 - 5/2023

- Bachelor of Fine Arts, Game Design
- Minor, Web Programming and Applications
- Minor, Computer Science

## Work Experience

**Tutor Administrator** • 2/2021 - 12/2021 • New York University

Responsible for creating the weekly schedule for Web Design tutors, resolving scheduling issues, and being the first point of contact between the tutors and course coordinator.

**Web Design Tutor** • 2/2020 - 12/2021 • New York University

Tutoring students of Web Design and Computer Principles in-person and remotely via Zoom. Topics include: HTML/CSS, Javascript, JQuery, Bootstrap, Responsive design & website layout, Unix server interfacing, and web hosting technologies.