

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 • GPA: 3.75

- 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.