

Max Antinone

San Francisco Bay Area

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www.mantinone.com

Junior Web Developer with experience working on live applications.

Skills

Web development with JavaScript, CSS, HTML, and Github. Experience with React, Express, Postgres, RethinkDB, Knex. Game Development experience with Perforce, C#, and Python.

Experience

Software Engineer Apprentice, Learners Guild, Oakland, CA - 2017

Maintained the software Learners Guild uses to track project cycles and support requests. Worked in a live code base that fellow learners actively use week to week. Added data validations and user authorizations.

Trossello, Learners Guild, Oakland, CA – 2016

An Open Source clone of Trello. Worked alongside many Learners over a period of several months to build the project using React, Express, and Postgres. Used native HTML5 JavaScript functionality to implement drag and drop. Created components to contain badge datetime logic.

Animator, Various, 2010-2016

Motion Capture animator on large scale video game productions, including one annual sports franchise. Worked closely with teams of 4-15 people to make sure animations shipped on time.

GDC Conference Associate – Volunteer Position – 2012-2016

Managed crowds, checked badges at doors, helped speakers with their presentations, answered attendees' questions, and helped solve unexpected problems.

Education

Learners Guild, Oakland, CA - 2017

A web developer training program focused on practical experience and team-focused programming.

FIEA at UCF, Orlando, FL - 2010

A Master's program focused on video game development through practical experience.

Willamette University, Salem, OR – 2008

Bachelor's in Studio Art, Minor in Computer Science

Hobbies

Game Development, Dungeons & Dragons, Harmonica and Piano.