Max Himmel
Full Stack Software Engineer

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Summary

I am a full-stack software engineer with a strong background in gameplay engineering, bringing over six years of experience in crafting clean, modular, and efficient code. I thrive on finding the best solutions to complex problems, whether it's integrating new technologies, refining frameworks, or designing scalable systems. My passion lies in continuous learning and collaboration, and I aspire to expand my expertise in improving developer experience and high-level architectural design, contributing to the development of impactful and innovative software.

Skills

SE Skills | Readable, Modular, Encapsulated, Extensible, Comprehensive
Tools or Languages | JavaScript, TypeScript, Next.js, T3 Stack, React, Express, tRPC, Node.js, SQL, JSON, Tailwind CSS, Git
Project Skills | Collaborative, Passionate, Prototyping, Research, Learning, Integration, Inclusive, Curious

Professional Experience

Software Engineer, Fellow | General Assembly | Remote   Nov 2024 - Feb 2025
Completed a full-stack development program, delivering 4 projects across the full software development lifecycle. Focused on building secure and reactive web apps using TypeScript.

> **Projects:**
> **Fullstack Web Developer** | Scratch Notes | Website | February 2025
> **Technology:** TypeScript, Prisma, tRPC, Express, MongoDB, Node.js, Nx
> Focused on redesigning a school project to improve developer experience and functionality using production-quality technologies. Created a highly dynamic frontend web app focused on helping DJs take notes for their set lists.
> - Integrated tRPC, Prisma, and ReactFlow libraries.
> - Handled the deployment of backend and frontend within one consolidated mono repo utilizing TypeScript and Nx.
>
> **Backend Web Developer** | FEASTMODE | Website | February 2025
> **Technology:** Python, Django, Neon PostgreSQL, HTML, CSS
> Completed a full-stack development project, focused on both frontend and backend development. Delivering a Django application serving users party planning with potlucks specifically in mind.
> - Led project by emphasizing problem-solving through debugging, optimization, handling merge conflicts, and managing the PostgreSQL database.
>
> **Frontend Web Developer** | Minesweeper | Website | December 2024
> **Technology:** JavaScript, HTML, CSS
> Developed native JavaScript frontend web app emulating the original Minesweeper game with highly dynamic CSS selectors.
> - Designed CSS selectors to obfuscate menu state from business logic.
> - Created a fun toy box feature with pre-existing modular frontend components.

Software Engineer II | Age of Learning | Remote   May 2021 - Dec 2022
Completed launching a new game mode, Intellipet Adventures, as part of the core team to improve user retention and maintained and integrated features into Adventure Academy. Finally, due to rapid development time and a desire for research, I was moved onto the Prototyping team.

> **Projects:**
> **Gameplay Engineer** | Intellipet Adventures | Website | October 2022
> **Technology:** C#, .NET, Unity, Docker
> Launched Intellipet Adventures as part of the core team, developing a new game mode to increase user retention.
> - Engaged with cross-functional teams (API and Realtime Servers) to integrate gameplay features.
> - Integrated sub-game mode inside parent app - Adventure Academy.
> - Executing successfully and quickly on Intellipets led me to move onto the Prototyping team to test and develop new features with the potential of being moved into Adventure Academy.

Frontend Engineer | Adventure Academy | Website | May 2021
Technology: C#, .NET, Unity, Docker
Participated in maintaining a large-scale MMO game catered towards gamifying education for elementary schoolers.
- Debugged, tested, and integrated new UI.
- Refactored in-game marketplace UI, collaborating with the API team.

Gameplay Engineer | WayForward Technologies | Santa Clarita   Feb 2019 - Apr 2021
Completed the launch and maintenance of Marble Knights, contributing as a core member of the team. Coded features spanning all aspects of the game - player movement, enemy AI, weapon systems, minigames, graphics, and level puzzles/interactables.

Projects:
Gameplay Engineer | Marble Knights | Website | September 2020
Technology: C#, Unity
Launched a 4-player cooperative online game as one of Apple Arcade's flagship titles. Developed and executed as part of the core team from prototype to post-launch with DLC.
- Developed a framework using a finite state machine to manage boss behavior for the team to decrease code redundancy and improve time spent coding.
- Coded components for a weapon system that exposed GUI tooling for designers to tweak without any code recompilation.
- Created and maintained 3/6 minigames that shipped post-launch of the game, one of which was recognized by the owner to be extremely fun.
- Collaborated closely with animators, designers, and the creative director to create tools to expedite and improve their user experience in making levels.

Gameplay Engineer | Game Mechanic Studios | Burbank   Jan 2017 - Feb 2019
Collaborated as part of a small studio creating games for hire. Launched Deer Hunter for Xbox, PS4, and PC. Completed execution of new UI system for a relaunch of Wizards, emulating industry standards. Communicated with business to prioritize tasks to reduce tech debt and hit milestones.

Projects:
Frontend Engineer | Cinemoi World | Website | Feb 2019
Technology: C#, Unity
Focused on improving build times by expediting and improving art pipelines. A large-scale MMO with high customization that is constantly being amended led to the development of asset bundles to reduce the app's size.
- Refactored avatar clothing system to load items dynamically, which improved the artists and designers' workload by removing the need to reimport an unwieldy mega-asset.
- Deployed an asset bundling system to store clothing and levels to an S3 bucket, which reduced build times by 80%.
- Collaborated with business and third-party developers to integrate Stripe API as well as PlayFab API to manage purchases and user's inventory.

Frontend Engineer | Wizards: Wand of Epicocity | Website | May 2018
Technology: C#, Unity
Refactored pre-existing game for a redux with a focus on UI. Collaborated with senior engineer and senior artist to integrate wireframes and APIs.
- Optimized and refactored UI to match industry standards.

Fullstack Engineer | Deer Hunter: Reloaded | Website | October 2017
Technology: C#, Unity
Executed on tight deadline to deploy Deer Hunter on 3 different platforms. Developed many different features ranging from player movement to enemy behavior, passed all technical requirement checklists for Xbox and Playstation.
- Executed TRCs to pass for Xbox and Playstation deployment.
- Created animal behavior and flocking system.
- Integrated and maintained the PC input mapping system.

Education

Software Engineering Bootcamp | General Assembly | Remote   February 2025