



## Max Heinze

Game Programmer



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## EDUCATION

**AUSBILDUNG (2023-2025)**

(Vocational Training) – Game Programmer

Games Academy, Berlin (DE)

- Covered gameplay systems, programming patterns, physics, engine fundamentals, rendering and shaders, with hybrid remote and on-site instruction.

**UNIVERSITY (2003-2006)**

University of Kent, Canterbury (UK)

Undergraduate Certificate in Multimedia Technologies and Design

**HIGH SCHOOL (1995-2003)**

Reading School, Reading (UK)

3 A Levels

11 GCSEs

## PROFILE

C# and Unity developer with practical experience in both Unity and Unreal Engine, focused on gameplay systems, scripting, and physics-based mechanics. Having recently completed a two-year Ausbildung (Vocational Training) at Games Academy Berlin, I am eager to contribute to player-focused, story-driven games. Experienced in collaborative, interdisciplinary teams, agile workflows, and version control systems. After over a decade of leadership in customer-facing roles, I relocated to Germany in 2019, achieving C1 German proficiency while retraining in game development. Passionate about creating engaging gameplay experiences, I'm looking for a junior programming role where I can continue learning, implement features across gameplay, UI, and systems, and grow alongside an experienced, creative team.



## WORK EXPERIENCE

**CASE MANAGER**

Department of Work and Pensions (UK) / Nov 2018 – Mar 2019

- Navigated complex systems, legal compliance, and handled sensitive client interactions.

**DATA & INFORMATION ASSISTANT**

NHS Kent Community Health (UK) / Jun 2018 – Nov 2018

- Maintained structured records and communicated compassionately with healthcare professionals and parents.

**GENERAL MANAGER**

Five Guys (UK) / 2016 - 2018

- Led site opening and development, recruiting and training 32+ staff, managing daily operations, ensuring high food safety and customer service standards, and overseeing stock, reporting, and compliance.

**VARIOUS MANAGEMENT AND CUSTOMER SERVICE ROLES**

Various Companies (UK) / 2000 - 2016

- Held leadership and operational roles in hospitality and retail, including assistant and support management positions, developing strong team leadership, customer service, and operational skills.



## PROJECTS

**GAMES ACADEMY PROJECT WORK**

As part of the training in Game Programming at Games Academy Berlin, each semester is anchored by a studio-style project simulating real industry workflows. Students collaborate in interdisciplinary teams: Programmers; Designers; Artists and Producers. In order to conceive, develop, and present a playable game prototype over the course of approximately 8 weeks. These projects were developed in remote, interdisciplinary teams following agile workflows.

## PROJECTS

### PROPHECY OF ASH

Semi-realistic high fantasy RPG. Unreal Engine – Gameplay Programming, Combat, Enemy Behavior, System Design, Optimization Coding Lead.

### KYOTO CONFLICT

8v8 Asymmetric Online Capture-the-Flag Shooter. Unreal Engine – Gameplay Programming, Network Sync, Match Logic

### STEAMBRAWL

8-Player Online Auto-chess Battler in Steampunk Setting. Unreal Engine – UI Systems, AI Fight Logic, Animation Integration, VFX, Audio, Networking

### TRIPPY STAR GNOME

Rail-Based Psychedelic Space Shooter. Unity – Player Controls, Object Pooling, Combat Scripting

### LOLA

A 3D platform adventure. Unity, Character controller, Animation and Audio Integration. UI Systems

#### Further details:

[www.maxheinze.com](http://www.maxheinze.com)

## LANGUAGES

German – C1 Certified

English – Native

## INTERSHIP EXPERIENCE

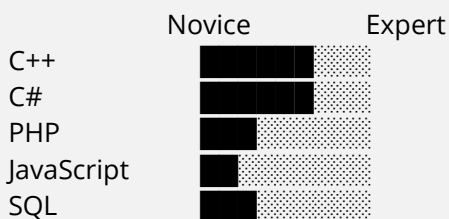
### INTERSHIP

Games Ground / Nov 2024

- Assisting in the planning and organization of event workflows
- Coordinating participants and supporters, Providing on-site support to guests and exhibitors,
- Contributing to technical preparations, such as setting up and installing event equipment,
- Supporting post-event activities and documentation.

## TECHNICAL SKILLS

### LANGUAGES



### ENGINES & TOOLS

Unity, Unreal Engine, Git, Trello, Taiga.

### SYSTEMS

Source control, versioning, agile task tracking.

### OTHER

Team-based development, cross-disciplinary collaboration, LLM-assisted programming for rapid prototyping and debugging.

## SOFT SKILLS

### STRONG COMMUNICATOR

Experienced in cross-team collaboration.

### PRIORITISATION

Confident in planning, and meeting deadlines.

### FLEXIBILITY

Adaptable and keen to learn, proven by complete career shift and language fluency.

### LEADERSHIP

Background in leadership, client interaction, and problem-solving under pressure.

## HOBBIES

### ROCK CLIMBING

Bouldering and sport climbing.

### WOODWORKING & KUMIKO CRAFTSMANSHIP

Traditional Japanese woodworking-art.

### ELECTRONICS TINKERING & EMBEDDED SYSTEMS

Building custom hardware projects.