Max Heinze

Game Programmer

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LANGUAGES

German – C1 Certified

English – Native

PROFILE

Versatile developer with practical experience using both Unity and Unreal Engines, C++ and C# as well as visual scripting. Focused on gameplay systems, scripting, and physics-based mechanics. After over a decade of leadership in customer-facing roles, I relocated to Germany in 2019, achieving C1 German proficiency and retrained in game development. 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.

EXPERIENCE

GAME PROGRAMMER - VOCATIONAL TRAINING
Games Academy, Berlin (DE) 2023-2025
- Covered gameplay systems, programming patterns, physics, engine fundamentals, rendering and shaders, with hybrid remote and on-site instruction.

VOLUNTEERING
Games Ground, Berlin (DE) Nov 2024 & Nov 2025
- 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.

LANGUAGE SCHOOL – GERMAN
Euro Schulen, Damago & BBAG, Potsdam (DE) 2019-2022
- German Language, B1 & Integration test, B2, C1 Full time Language School

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.

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

PROJECTS

LOST KEEPERS
A stylized 3D platform adventure inspired by Zelda, focused on environmental puzzles and exploration. Currently in development in Unreal Engine 5.6.

PROPHECY OF ASH
- **Games Academy**

Semi-realistic high fantasy RPG.
Unreal Engine – Gameplay Programming, Combat, Enemy Behavior, System Design, Optimization, Leading Team of 4 Programmers

KYOTO CONFLICT
- **Games Academy**

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

STEAMBRAWL
- **Games Academy**

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

TRIPPY STAR GNOME
- **Games Academy**

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

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

PROJECT WORK

As part of the training in Game Programming at Games Academy Berlin, each semester was 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.

TECHNICAL SKILLS

LANGUAGES

C++	4 Years experience
C#	3 Years experience
PHP	1 Year experience
JavaScript	1 Year experience
SQL	1 Year experience

ENGINES & TOOLS
Unity, Unreal, Git, Trello, Taiga

SYSTEMS
Source control, versioning, agile task tracking, 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.