

MAXWELL LOVELL

AR/VR SOFTWARE ENGINEER

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EDUCATION

HOLBERTON SCHOOL

AR/VR Specialization

New Haven, CT

Sep. 2020 - Apr. 2022

- Worked daily doing peer-learning, project-based, in this full-stack software engineering program.
- Second-year specialized entirely in AR/VR development, learning with creating 15+ weeklong projects.
- Used git daily for projects and collaboration.
- Program has a focus on creating a job-like environment, with large projects and standups. Gave 36 standup talks to dozens of peers and staff.

EXPERIENCE

HOLBERTON SCHOOL

Student Tutor

New Haven, CT

Jun. 2021 - Present

- Employed by Holberton for student guidance and tutoring 8 students in the following cohort.
- Hosted daily events, check-ins with students.
- Gave students pointers, tips, suggestions.

ADVENTURE TEK LLC

Small Business Owner

West Haven, CT

Sep. 2021 - Present

- A small business I created to give virtual reality tours to dozens of senior citizens in nursing homes.

PROJECTS

VR SCI-FI COLONY ESCAPE ROOM

github.com/maxlov/oxoB-unity-vr_room

OpenXR, Unity Game Engine

- Built over course of two weeks a simple escape room style experience in VR.
- Included two main puzzles I experimented with and to learn how to utilize the basics XR Toolkit and OpenXR,
- Built for Valve Index and Quest 2 headsets.

ADAPTIVE MUSIC GAME JAM 2021 SUBMISSION

Yui's Amazing Truck Adventure

FMOD, Unity Game Engine

- Created for #AdaptiveMusicJam 2021, where the goal was to create a game that included adaptive music.
- Our submission was a short 3D Frogger-style game created in the timespan of a week for this jam.
- Built a small team with a composer, and we worked together for our adaptive audio experience.

A DRAGON NAMED FIGMENT - UNITY

github.com/maxlov/DragonNamedFegment

- A one-week game jam submission for Brackey's Game Jam 7, where I focused on creating a simple game using scriptable object architecture.

SKILLS

SOFTWARE

- Unity Game Engine
- Git / Github
- Visual Studio
- Unity ShaderGraph
- Solidworks
- Blender

LANGUAGES

- C#
- Python
- C
- Bash

DEVELOPMENT

- Self-learner.
- Object-oriented programming.
- Problem-solving.
- Gets hands deep into any aspect of game dev

SOFT

- Public speaking and presenting.
- Collaborating with teammates.
- Articulating explaining concepts.
- Self- autonomy.