

MAXWELL LOVELL

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Unity Virtual Reality Software Engineer with a passion for exploring the potential of virtual reality, and enthusiasm for creating systems to make the development process smooth.

AREAS OF EXPERTISE

Unity Game Engine • Git / Github • Photon Pun 2 • Unity Shadergraph • C# • Game Architecture • Cross-Disciplinary Communication • Public Speaking / Presenting • Problem Solving • Autonomy

HIGHLIGHTED PROJECTS

- **Vaporball VR** (github.com/maxlov/VR_Multiplayer_Playground)
OpenXR, Unity Game Engine, Photon Pun 2
 - A multiplayer virtual reality game where players play a game of dodgeball against each other while gathering objective pieces and scoring.
 - Built over seven weeks with two partners, and collaborated with Github.
 - My role in this project was gameplay systems and networking with Photon Pun 2.
- **VR Sci-Fi Colony Escape Room** (github.com/maxlov/oxoB-unity-vr_room)
OpenXR, Unity Game Engine
 - A virtual reality escape room experience built over two weeks.
 - Included two main puzzles utilizing Unity's XR Toolkit and OpenXR.
- **A Dragon Named Figment** (github.com/maxlov/DragonNamedFigment)
 - A one-week game jam submission for Brackey's Game Jam 7, where I focused on creating an arcade-style space game using scriptable object architecture.

EXPERIENCE

- **Holberton School, AR/VR Specialization** (September 2020 - April 2022)
 - Software engineering program, worked daily with peers.
 - Specialized in AR/VR development, creating 15+ weeklong projects.
 - Used Git daily for projects and collaboration.
 - The program had a focus on creating a job-like environment, with large projects and standups. Gave 36 standup talks to dozens of peers and staff.
- **Holberton School, Student Tutor** (June 2021 - April 2022)
 - Employed by Holberton for student guidance and tutoring 8 students.
 - Hosted daily events and check-ins with students.
 - Gave students pointers, tips, and suggestions for Holberton's coursework.
- **Small Business Owner, Adventure Tek LLC** (September 2021 - Present)
 - A small business I created to give therapeutic virtual reality tours to dozens of senior citizens in nursing homes