Max Ludovico Hofer

💼 View my portfolio: maxludovicohofer.github.io

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Summary

Technical game designer experienced in leadership and software, specialized in mechanics, combat, AI, and systems.

Experience

Game director for school projects

BigRock Institute of Magic Technologies – 09/23 – 03/24

- Directed a published game, completed in 3 months by an average team of 18. The game won People's Choice at "The Rookies Awards".
- Designed and lead development of multiple prototypes for clients or game jams, completed by teams of 5.

Project manager

INattivo Soc. Cons. a.r.l. – 05/21 – 03/22

- Envisioned and lead development of innovative B2C and B2B solutions in the credit brokerage sector.
- Worked as a DevOps full stack programmer.

Technical lead

Zulu Medical – 11/19 – 04/21

- Managed R&D innovation in the telemedicine sector.
- Worked as a scrum master, and desktop and full stack programmer.

Education

Technical art for videogames

BigRock Institute of Magic Technologies – 09/23 – 03/24

- Studied the game development pipeline, using the latest industry standards.
- Specialized in design and technical aspects.

Software engineering (Not graduated)

University of Padua – 2016 – 2019

- Learned physics, math for games, electronics, and advanced computer science.

Computer science

High school – 2011 – 2016

- Studied programming for videogames, desktop, web, data analysis, and electronics, in most major languages, from assembly to python.
- Won school programming competition and top 25% placement at national team programming competition.

Skills

- My work spans the fields of game design, level design, narrative design, and UI/UX design.
- I have extensive experience in agile project management and leadership. Also, I worked closely with business development.
- I have experience in Unreal (5 years), Unity (1 year), popular programming languages (blueprints (3 years), C++ (5 years), C# (5 years), HLSL (1 year), python (3 years), assembly (1 year), full stack web (5 years), mobile (2 years), Java (2 years), SQL (5 years)), shading and graphics programming, AI, databases, cloud and web programming, server management, and CPU and GPU architectures.
- I made games for desktop, mobile, and online and local multiplayer.
- I have experience in Houdini (6 months), Maya (1 year), ZBrush (1 year), Marvelous designer (6 months), Substance designer (6 months), Substance painter (6 months), Photoshop/Illustrator/Krita (3 years), After Effects/Premiere (3 years).
- I am fluent in English, Italian and German. I'm at Japanese limited professional (N3) level. I also understand French and Spanish at a B1 level, while speaking them at an A2 level.

Extra

- I have a learning method which allows me to quickly become proficient in new skills. This allows me to keep up to date with the latest technology and research.
- I am passionate about cinema and arts, often drawing inspiration from them for my designs.
- I compose techno music and worked professionally as mixing and mastering engineer. I also have experience in TouchDesigner (2 years).