



Max Ludovico Hofer

 [Portfolio](#)

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Summary

Innovative game designer with experience in leadership, specializing in core mechanics, combat, AI and systems. I strive to design deeply involving experiences which evolve the concept of videogame, using the latest tech and research available.

Experience

Game director for school projects

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

- Directed a full game, completed in 3 months by an average team of 18. The game won People's Choice at "The Rookies Awards" ([Click for details](#)).
- Designed and lead development of 3 prototypes, completed in under a week by teams of 5. One prototype was commissioned.

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

- Learned the whole game development pipeline, using the latest industry standards.
- Specialized in the design and technical sides.

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

- Learned 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 is mostly in the fields of game design, level design, narrative design, UI/UX Design, cinematography, sound design and music.
- I have extensive experience in agile project management and leadership. Also, I worked closely with business strategy and development.
- I have experience in Unreal (5 years), Unity (1 year), most 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, CPU and GPU architectures.
- I made games for desktop, mobile, online multiplayer, and local multiplayer.
- I have some 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 studying Japanese and am currently at limited professional (N3) level. I also understand French and Spanish at a B2 level, while speaking them at an A2 level.

Extra

- My most valuable asset is the learning method I developed during the years, which allows me to become proficient in new skills really fast.
- I am very passionate about cinema and the arts, and often draw inspiration from them for my designs.
- I compose techno music and worked professionally as a mixing and mastering engineer. This also led me to learn TouchDesigner really well (2 years).
- I'm currently learning character design from concept to animation, in order to improve my 3D skills.
- I keep up to date with the latest technology and research.