Max Farley, maxwfarley@live.co.uk ,
https://www.linkedin.com/in/max-farley-012b6a164/ , 07904 411519

Personal statement

I'm a recent graduate of Falmouth University where I studied Computing For Games(BSC) and am looking for an entry level job as a games programmer. I have enjoyed playing games and overcoming the challenges they present from a young age, and I find the same joy in facing and overcoming programming problems. I am particularly interested in creating engaging systems through a mix of Gameplay systems and Artificial Intelligence.

Education

2016 - 2019 - Computing For Games(BSC), Falmouth University Games Academy

The courses at Falmouth's Games Academy challenges us to concept and create games in multi-disciplinary teams, helping us to practically learn about the many areas of game development whilst also helping us to develop the skills needed to further our own area of expertise. The Computing course in particular has a focus on the theoretical and practical areas of software development for games, such as Optimisation, Gameplay programming and Artificial Intelligence.

September 2018 - May 2019. AI & Gameplay programmer / Version Control manager, SelfTitledStudios (student team), Fey

Fey is a 2.5D metroidvania style game which focuses on the story of an imprisoned bird style girl and her escape, leading to her defeating her captor. The team consists of 3 programmers, 2 artists, 2 designers, 1 animator and 1 writer. The game was created in Unity 2018.2.18f and was developed for PC. My main responsibility for this project was to create the AI enemies that the player must fight through the game, working with other programmers to create/fix builds of the game and ensuring that version control was used correctly to bring together the work from all the members of the team.

September 2017- May 2018. Gameplay programmer / Scrum master, Loop interactive (student team), Ascension

Ascension is an online multiplayer 5 vs 5 First Person Shooter made in Unity 2017 which gives one player on each team a top down view of the map and abilities to hinder/harm enemies or heal teammates. The team was made up of 3 programmers, 2 designers, 3 artists, 1 animator and 1 writer. My main responsibilities as scrum master for this project were ensuring daily stand-ups to maintain a good level of communication between all team members, and to plan out the teams sprint goals and tasks.

As a programmer on the project I was responsible for creating the tactical top down element of the game, working within the multiplayer framework created by one of the other programmers. This task was particularly focused on working with designers, playtesting the system and re-iterating to find a good balance between what was fun and what was fair.

September 2013 - September 2016. Computing A-Level (B grade) and GCSE (B grade), Uplands Community College

During A level and GCSE my coursework focused on using Java to create applications such as calculators and Database programs, as well as creating documentation on the creation, testing and use of the applications. We also had exams on general theory of computing, from basic data structures, network topologies and system integration.

Experience

Game Jams

Outside of University projects I like to take part in game jams as I enjoy the challenge of creating a game in a short space of time and think it's a great way to test and improve my skills as a game developer/programmer and to develop my team-work and communication.

Ludum Dare 40 - 2017 - Toy Hero: Solo Game jam

This was my first experience of game jams which I participated in for Ludum Dare. From this project I gained a great overview of all disciplines of game development, as I had to create content from each role to make the game feel complete.

Global Game Jam 2018 - Mecha Melee - Rome Edition: AI programming / Game Design / Leadership role

For Global Game Jam 2018 I worked in a team of people I didn't know. Our skill sets were very skewed for this project (4 programmers, 3 artists), so as a team we had to take on roles that were outside our comfort zones. In particular I took on a leadership and design role, through making the main level for the game as well as assigning tasks between people based on their skills outside of their specialisms.

Global Game Jam 2019 - Penguin Planet : Gameplay programmer and Implementation manager

For Global Game Jam 2019 I again worked in a team of people I had not worked with before. The team had a far more even spread of skills (1 programmer, 2 artists, 2 animators, 1 designer and 1 sound producer). This meant I had to take sole responsibility for the programming and was able to work with the rest of the team to implement their work and ideas.

Skills

Unity (2 years)	Unity has been the main game engine I have used for the last 2 years for both my university and personal/extra curricular projects. During which time I have learned a great deal about Unity and it's systems, such as Lighting, animations, UI and prefabs.
C# (2 years)	While working with Unity I have used C# to create all the functionality for the projects I have worked on. During my time with C# I have created many gameplay systems as well as State machines and Utility/score based AI controllers. In addition, I have explored Client Server networking in C# which used Windows based clients to communicate with Linux based Servers, and have worked on incorporating SQL databases into C# code both inside and outside of Unity.
Agile (3 years)	During my time at University, the team projects I have worked on have used Agile methodology to help create and improve the games we have created. I have been both a general member of an agile team, as have also experienced leading and organising an agile team as a scrum master.