

Max Farley

Programmer

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Work experience

July 1st 2019 - June 31st 2021
Antoine Lock

- Created websites, games, apps for iOS & Android, Client Servers and web technologies.
- Maintained websites - updating, amending & improving upon the quality of code and comments written by other developers.
- Worked with designers and other developers to come up with ideas, create a visual design & then implement that design into a working solution that met a client's needs & expectations.
- Took the lead for the technical parts of projects, choosing the best technologies to use & delegating tasks between developers.

Education

September 2016 - September 2019
Falmouth University - 2:1 - Computing for Games (BSc)

- Worked in multidisciplinary groups across long periods of time to create games, such as multiplayer First Person Shooters and 2.5D metroidvania style games.
- Course modules also included: Artificial Intelligence, Networking, Graphics Programming, Optimisation
- Used Machine Learning techniques to create a first person shooter game which would change it's behaviour based upon the player's actions as they played the game.
- Participated in Global Game Jam 2018 & 2019, working in small multidisciplinary groups to create games within two days.
- Created games using both Unity & Unreal 4

Skills

Unity, C#, JavaScript, HTML, CSS, PHP, GitHub, Agile Workflow