



Max McDonnell

Gameplay / Level Designer and Programmer

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Education

RMIT University, Bachelor of Design (Games)

2023 – 2025 | Melbourne

Capstone Project

Dero Dazza's Dirty Dash (2025, Unity)

Winner of RMIT's Program Excellence Award

Awards

RMIT's Program Excellence Award.

For demonstrating attentiveness to feedback, impressive effort and craft.

Also, for navigating a difficult cultural topic with a mature approach, celebrating Australian countercultures.

- Lead Designer & Unity Developer (C#)
- Gameplay Programmer
- Environment Designer
- Playtesting + exhibition analytics (heatmaps/graphs)
- UI/UX Designer

Exhibitions

I have exhibited my Capstone project at the [ACMI Audience Lab](#) and the [2025 RMIT Grad Show](#).

I have also exhibited some of my games at the [Sabby gallery](#).

This involved booth management and discussing the game with play testers.

Software Skills

C#

Unity

UE5

Blender

Adobe Suite

GitHub

Excel