Max Golden

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Portfolio:
http://nobledust.com/

Technical Skills:

Software: Unity, Visual Studio, GIMP, Wwise, WPF, Git, SVN, Perforce
Platforms: Android, iOS, Oculus Rift, HTC Vive, PC
Languages: C#, C/C++, XML, Java, Javascript, Golang

Professional Experience

Game Engineer - Schell Games (August 2016 - present)

Star Wars: Jedi Challenges - Duel

- Lead combat programmer working closely with the design and art teams to bring unique melee combat systems to a mobile AR platform [Video].
- Prototyped and implemented all core 1-on-1 AR lightsaber combat systems for blocking, attacking, and fight-specific one-off systems (such as blaster deflection and trick attacks) for all 6 duels over the course of 8 months.
- Created mobile-friendly systems to trigger shaders, particle effects, and Wwise audio effects.
- Created a variety of Unity extensions for the team, including tools to allow designers to quickly turn animations into in-game attacks, workflow simplifiers like a favorites window and a rig optimisation window, and scripts to automate common tasks like creating materials for use on low-end devices.

Project "Red"

- Prototyped AR theme park rides by creating an "AR in VR" experience using the Unity and HTC Vive.
- Worked closely with the lead designer to try out new ideas for in-ride gameplay mechanics, consistently exceeding team expectations by bringing new systems online on a daily basis.

Project "Monster"

- As the primary engineer, modified an existing codebase to expand an iPad drawing game.
- Created new systems to support data persisting across multiple play sessions, player choice and branching narratives, and art effects not present in the initial release of the game.
- Created designer-facing tools and optimised the audio pipeline to allow the team to increase the amount of content in the game by 3x over the 10 week schedule.

Game Developer – Playful People (February – August 2016)

- Created gameplay systems for an unreleased mobile rhythm game.
- Systems implemented include transaction-based and reversible scoring, arbitrary on-the-fly time scaling systems, math-driven animations, and prototypes of the core user interactions.

Game Developer – Off By One Studios (August 2014 – July 2015)

- Created a large number of prototypes for small Unity games, including many 2D adventure and puzzle games and real-time-strategy game systems.

SDE Intern – Amazon.com (June – September 2013)

- Built and maintained web applications for third-party sellers using Javascript in a framework derived from Bootstrap.js.

Education

Bachelor of Science, Computer Science

Western Washington University, Bellingham, WA – 2014

- Notable projects include a UNIX shell implementation written in pure C and a speed-reading application for Android in Java.