

Max Himmel

Super Game Developer

+1 (310) 689-9172

Venice, CA

himmelmax@gmail.com

EXPERIENCE

Age of Learning, Remote — <Software Engineer II>

May 2021 - December 2022 (1 year 8 months)

Due to realigned company objectives, was put on the core team of 4 to implement a meta game "Intellipet Adventures". Which once released was a <huge hit>. Worked closely with the team lead to help scope out requirements and ensure features were accomplished on time and under budget. Had to engage cross functional teams to help the design from all the moving parts. Was very instrumental in the fullstack details. Due to my rapid development, after completion I was selected for a new prototyping team designed to hasten the development and iteration of new features and games. Because of things I was directly responsible for, the product was able to: Engage users +30% longer, Retention of existing users +6%, Sales increased +2.5%.

Wayforward, Remote — <Gameplay Engineer>

February 2019 - April 2021 (2 years 3 months)

Was brought on as one of four core programmers developing a new game, "Marble Knights," intended as one of many flagship titles launching with Apple Arcade. I also supported the post production launch of 3 DLCs. Worked with Unity, Zenject (dependency injection framework), Rewired, shaders.

Notable accomplishments include increased workflow for other programmers to implement bosses which I developed 3/8, creating shaders FX for silhouetting occluded characters and items, managed 3/6 of the minigames which came out as DLC (Basketball, Hockey, and Battle Arena), and implemented a ton of different enemy AI. Helped the team create bespoke puzzle mechanics for each uniquely themed world as well as the special orbs and weapon mechanics associated with those worlds. Worked with Cinemachine to create dynamic camera pans and in-game cinematics when revealing puzzles and bosses. I also tweaked, improved, and refactored the character controller reducing the file size by more than 50%.

Game Mechanic Studios, Burbank, CA — <Lead Engineer>

January 2017 - February 2019 (2 years 2 months)

Lead programming team of 3. Start up company focused on external client work, where my job included preventing tech-debt, consulting with business to manage feature and task importance, devops. The main technologies were Unity and Unreal Engine 4 (UE4).

Prototyped the studio's next intellectual property with the CEO in Unreal Engine 4 (UE4). Got the base mechanics of top-down car movement as well as side-scrolling platforming implemented before bringing on the remaining team members. Was in charge of the game's main recurring big-baddy enemy and doing research on how to implement path finding in a 3D environment utilizing a voxel-based navigation plugin. Iterated on two different side-scrolling combat mechanics à la Contra and conversely Gears of War.

SKILLS

Languages:

C#, C++, Javascript, Typescript, Java, Python

Services:

Unity, Unreal Engine, Git + Github/Gitlab, Perforce, SVN, Playfab

Experience with:

OOP, SOLID principles, Dependency Injection, Data Structures and algorithms

Due to my leadership on “Cineworld” we were able to cut build times down by 80% from the previous project “Deer Hunter: Reloaded” which greatly improved production time across all disciplines. I handled the creation of the asset bundling system as well as managing the Amazon S3 buckets the bundles were stored on. I also worked closely with the environment and animation leads to reconfigure the pipeline handoffs for level design as well as the character avatar system. All of this combined allowed us to meet size requirements for shipping onto mobile platforms. It also set up a workflow for future assets to be made and ingested without needing new clients built. Finally, I implemented PlayFab and Stripe APIs to manage player inventories and currencies as well as handle payment transactions.

Initially came on as a gameplay engineer to help create a Deer Hunter sequel shipping to Xbox One, Playstation 4 (PS4), and PC. I handled the Xbox and Playstation TRCs (technical requirements checklist) to ensure the game was shippable on the platforms. Was in charge of porting over previous animal AI system and modifying it to suite the new game’s features. Optimized and debugged game assets with environment and UI artists to hit target framerates. Modified shaders utilizing stencil buffer for x-ray FX which was a core mechanic when getting a headshot or heartshot. Using the Rewired plugin I managed the PC input systems using controllers, keyboards and mouse, and the input mapping UI.

EDUCATION

Art Institute of California, Los Angeles — *BS Game Programming*

2013 - 2016

PUBLICATIONS

Adventure Academy: Intellipet Adventures, Unity — (*iOS, Android, Mac, PC*), December 2022

Marble Knights, Unity — (*iOS, Mac*), August 2020

Wizards: Wand of Epicosity, Unity — (*PC*), May 2018

Deer Hunter: Reloaded, Unity — (*PS4, Xbox One, PC*), October 2017