

Max Kaufmann, Game Developer

Los Angeles, CA

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littlepolygon.com

Education

Carnegie Mellon University

Bachelor of Science and Arts in Mathematics and Art

- Graduated with Honors
- Concentrations in Applied Math and Computer Animation
- Minor in Computer Science

Pittsburgh, PA

(2002 - 2006)

Experience

Senior Programmer

Yacht Club Games

- Game Programmer on an unannounced new title.
- Engine Programmer for internal tech/tools.

Los Angeles, CA

(2022 - present)

Principle Programmer

Heart Machine LLC

- Acted as interim technical director for two years.
- Lead programmer on *Solar Ash* using Unreal Engine 4.
- Principle game programmer on *Hyper Light Breaker* prototype / vertical slice.
- Maintain studio operations: backup, version control, build server, license servers, workstation setup, remote access.
- Conduct technical interviews and code reviews.

Culver City, CA

(2017 - 2022)

Technical Animation Programmer

Freelance

- Implemented inverse-kinematics for locomotion, headlook, and grasping on the independent game *Twelve Minutes* using Unity.
- Troubleshooted specific issues during Beta development.

Remote

(2021)

VR Developer

Freelance

- Developed an internal pitch demo in Unity3D for a “heads up display” prototype with franchise characters on the HTC Vive, on contract for Disney.

Los Angeles, CA

(2017)

Gameplay Programmer

Giant Squid Studios

Santa Monica, CA
(2015 - 2017)

- Developed character, animation, and camera control, as well as AI and level scripting for the original PS4 release of *ABZÛ* using Unreal Engine 4.

Independent Game Developer

Little Polygon LLC

San Francisco, CA
(2014 - 2015)

- Developed two collaborative unreleased original titles (*DIGHARD: CRISIS* and *Battle Buddies*) and one unreleased solo title (*Tiny Starpilot*) at an indie coworking space within Double Fine Games.

Interactive Installation Developer

Freelance

San Francisco, CA
(2014)

- Developed a Unity3D OSC plugin and control software for an interactive LED Chandelier on contract for Interhactive LLC.
- Developed Unity3D-based financial data visualizations for various large-screen installations at the Visa Foster City Headquarters and One Market Street Client Briefing Center, along with a concierge tablet control app, on contract for Helios Interactive and the design firm IDEO.

Mobile Developer

Freelance

San Francisco, CA
(2013 - 2014)

- Ported Flash/ActionScript-based browser games to iOS and Android using Cocos2D on contract for Lumos Labs.

Embedded Game Developer

Sifteo

San Francisco, CA
(2011 - 2013)

- In-house game designer/programmer tasked with rapid-prototyping and SDK-dogfooding at an experimental game-hardware startup using Python and C.
- Wrote tools, samples, and documentation, and gave talks for 3rd party developers.
- Released three first-party titles for the Sifteo Cubes: *Alphamatic*, *Code Cracker*, and *Sandwich Kingdom*, contracting my own art and music.
- Developed the onboarding app and game-selection app for the Gen 2 Sifteo Cubes.

Lead Programmer

SilverTree Media

Palo Alto, CA
(2008 - 2011)

- Designed and developed touchscreen-friendly physical character-controls and 2.5D camera system in Unity3D for the iOS and Android game *Cordy*, and two sequels.
- Designed and developed the spline-rail camera and movement system for the Sony Xperia Play exclusive title *Sleepy Jack* which was originally developed

against the PSP SDK before being ported to Unity3D and released on iOS and Android.

- Developed a 3D dungeon-generator in Unity3D for an unreleased roguelike, *Toybox Kingdoms*.
- Developed two branded Unity3D web games in the *Tron Legacy* franchise on contract for the Disney Internet Group: *Light Cycle Simulator* and *Disc Battle*.
- Ported the *Spore Creature Creator* from C++/Havok to a 2D web experience using Flash/Box2D on contract for EA Play as part of the promotion for *Spore Hero*.

Technical Artist, Frontend Programmer

SilverTree Media

Pittsburgh, PA
(2006 - 2008)

- Developed character-rigs and content-exporters for Maya 3D assets using MEL targeting an in-house game engine developed for the Revolution SDK (Wii), for medial-training serious-games. Added IK-based item-grasping to the engine.
- Lead frontend developer on the Disney browser MMO *Pixie Hollow Online*, responsible for the character creator, server integration, core systems, and maintaining a plugin architecture and serverless testing-harness for third-party content developers.
- Developed the online Avatar Creator for *Disney Channel Games Online* which supported real-time facial expressions and talking animations.
- Developed browser widgets for the *Disney Pirates Online* guild web pages.

Web Game Developer

Freelance

Pittsburgh, PA
(2006 - 2008)

- Designed and developed *Hoverkart Battle*, a Flash-based 3D multiplayer-via-jabber cart-racer and arena-battle browser game on contract for OMGPOP.
- Developed *PSX IdentiFive*, an ironic spot-five differences flash game for Adobe on contract for the advertising firm The Barbarian Group.
- Developed Medical E-Learning Flash apps on contract for the medical training firm The Abreon Group.
- Developed tech-talk search-data visualizations on contract for the search startup Technorati.

Technical Assistant to Zachary Lieberman

DRAWN, Total Museum

Seoul, South Korea
(2006)

Technical Assistant to Golan Levin & Zachary Lieberman

Messa di Voce, Name Art Festival

Lille, France
(2006)

Research Associate/Programmer

Carnegie Mellon Computer Integrated Engineering Laboratory

- Implemented proprietary nonlinear-perspective algorithms for unique car navigation visualization in collaboration with engineers from Hyundai.
- Developed attractive data visualizations for research presentations.

Pittsburgh, PA
(2005)

Teaching Assistant

Carnegie Mellon School of Computer Science

- Graded student programs and held office hours for CMU's *Introduction to System Programming in C* course.

Pittsburgh, PA
(2004 - 2006)