

# Maxwell Glynn Wainwright

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## EDUCATION

**Worcester Polytechnic Institute (WPI)**, Worcester MA Expected Graduation: 2028

- Bachelor of Science in **Computer Science and Interactive Media and Game Design (IMGD)**

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## EXPERIENCE

**Game Developer: G-Force Studios** 2024

- Developed a **mobile game prototype**, working closely with veteran game developer **Nolan Bushnell**.
- Built core game mechanics in **Unity** using **C#**.
- Contributed to iterative design processes and rapid prototyping for gameplay systems.

**Hackathon Winner – Hack The Wave San Diego** 2023

- Won **first place** among 50+ participants by designing the backend of a website using **Python**.
- Created image **recognition system** that matched images from a real database using a **custom Python library**.
- Collaborated with front-end developers to integrate the system into a **seamless user experience**.

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## SKILLS

- **Game Development:** Unity (C#), Unreal Engine (Blueprints & C++)
- **3D Art and Asset Creation:** Blender, ZBrush, Autodesk Maya
- **Programming:** Java, Python (Machine Learning, Image Recognition)
- **Networking:** Client-server architecture in C#, multiplayer game systems
- **Machine Learning:** Design and implementation of algorithms in Python
- **Tools:** Git, Visual Studio, Trello

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## PROJECTS

**Fighting Game Prototype** 2023

- Developed a 2D fighting game prototype to deepen knowledge in IMGD and programming, **collaborating** with an experienced **game industry professional**.
- Implemented fully designed game mechanics with a **Minimum Viable Product** approach before starting development, focused on balancing and fluidity of combat.
- Integrated a **custom animation manager** with a **tree data structure** to handle complex button combos and special inputs.

**2D Top-Down Roguelike** 2023

- **Led a team** of developers, designers, and artists to create a dungeon crawler game for a university summer class, collaborating with them to ensure cohesive gameplay and art integration.
- Developed the **core player motion** and **enemy AI systems**, and worked on balancing gameplay for smooth and fair player experience.

**Multiplayer Puzzle Game** 2023

- Built a **physics-based character controller** integrated with a **custom active ragdoll system**.
- Implemented **server-client multiplayer** functionality for seamless networked gameplay.
- Designed puzzle levels with interactive elements for collaborative multiplayer problem-solving.