Max Headroom | AR Gaming Design

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Interactive Game Designer | Developer

Laser focused on delivering user-centric experiences, bringing interactive entertainment products to life

"The key to delivering a great augmented reality game is blurring the line between imagination and experience. You succeed by keeping users wrapped in the larger metastory and immersed in interactive worlds."

- Bachelor's degree in Game Design with specialties in Finite-state Machine AI/VR gaming environment design, UX, production and audience testing.
- Published first mobile gaming app at age 14, first VR experience at 17. Founded San Jose State University team and joint venture that built, launched and commercialized award-winning AI/VR game.

Developer Attributes

- Champion and develop game enhancements that encourage, enable players to interact with elements outside the general playscape while simultaneously delivering solutions to decrease development time.
- Thrive in team-first environments where building seamless modular systems, collaborating across disciplines and contributing to full project lifecycles are what drive development success.

Superpowers

Translating product vision into actionable development strategies | Building addictive gaming experiences
Game deconstruction and product feedback | Storytelling | Managing internal and 3rd party relationships

Gaming Competencies

Augmented Reality (VR, AI, MR), Interactive Entertainment, Optimization, Data Analytics, Product Monetization, Mobile Gaming Services (GaaS), Publishing, Production, Mobile Entertainment, Full 3D Avatars, User Experience, Software Development, Vendor Management, Testing, QA, PvP Interactions, NPC Behaviors, Schedule Management, P&L, Contract Negotiation

Agile Development, JIRA, Team Foundation Server (TFS), MS Project, Unity, Game Maker Studio, Unreal Engine

Steam VR, HTC Vive, Dreamweaver, Android Studio, Visual Studio, Playmaker, Windows, C++, C#, C, Java

Experience

Co-founder, AI/VR Game Designer, Level X Gaming, Palo Alto, CA (2018 – Present)

(Gaming Production, Publishing, Digital, Mobile, Optimization, Monetization, Project Management)

- **Mobile Game Product Delivery:** Oversaw AI design/integration and audio development (design, scaling, general sound effects, dialogue collection). Provided build reviews, monetization data analysis, optimizations and submission assistance for platform publishing (android, iOS, PC, Xbox, PS4).
- **inDesign™ Award Winner:** Captained 7-member development team in designing, publishing, market testing, optimizing and monetizing Level X's award-winning VR-based flagship product (Zen Games). ZG described by inDesign™ as *"a revolutionary twist on the PvP interactive VR gaming experience."*
- **Production & Development:** Served as production liaison to 3rd-party gaming company on localization project.

Education

Bachelor of Science in Computer Science, Game & Interactive Media Design (2018)
San Jose State University, CA

This client came to me with your typical college resume. In fact, it wasn't until we sat down for a deep dive conversation that I discovered what a talent Max was. He had started a team in college that created an innovative VR gaming experience as a class project. He, along with another classmate, later took this project and developed it into a fully commercialized, award-winning product that hit the market in May of this year.

Max described his biggest strengths as his "superpowers" and that struck a chord with me so we incorporated it into the presentation as it complemented the gaming imagery. I chose the gaming term "attributes" for a sub-heading to further carry out that imagery.

Instead of burying his experience starting Level X Gaming team in the Education section, I decided to highlight it at the top of the resume. I also discovered in our conversation that he had done some pretty remarkable things at a young age and decided to highlight those at the top to show that, while having just graduated, Max already possessed a wealth of game design and development experience and success under his belt.

I selected a 1-page format to keep squarely focused on his tremendous talents and achievements – no fluff and filler in here. I chose an iconic virtual reality image at the top of the page to further solidify his brand.