Max Fortna

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Current Address:
450 Parker St #312
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Permanent Address:
7421 West Hutchinson Ave.
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Education

Northeastern University, Boston, MA   September 2017 - Present
Khoury College of Computer Sciences
Candidate for a Bachelor of Science in Computer Science and Game Design, Estimated May 2021

Honors:	3.75/4.0 GPA, Dean's List, Advanced Placement (AP) credit
Related Courses:	Object-Oriented Design, Programming in C++, Building Game Engines
Activities:	Boston University Marching Band Battery, Club eSports (Overwatch)

Computer Skills

Languages: C#, C++, Java, Python, Javascript, Racket
Software: Unity, Git, Visual Studio, Jira, Unreal, Blender, GameMaker, IntelliJ, Eclipse

Experience

NeuroScouting LLC, Boston MA   July - December 2019
Unity Developer
- Fixed bugs and refactored most parts of a large inheritance-based C# codebase.
- Implemented a developer tool for creating and timing movement on a bezier curve.
- Edited client audio files and developed an audio feedback system.
- Met regularly with the full team to review project status, achievements, and goals.

mHealth Research Group, Boston MA   January - May 2019
Game Programmer and Research Assistant
- Developed a game prototype in Unity used to label wearable activity sensor data.
- Used user-generated labels to train a machine learning algorithm.
- Worked with a DyanmoDB database to log and query labeling information.
- Coordinated daily with team members to delegate work, met weekly to evaluate direction.

YMCA Camp Kon-O-Kwee Spencer, Fombell, PA   Summers 2015–2018
Counselor
- Awarded "Most Dedicated Counselor" summer of 2018 as voted on by colleagues.
- Supervised and led an overnight cabin of eight, 7 to 9-year-old boys staying for 1 - 2 weeks.
- Created and facilitated multiple games for children.

Projects (Code example: https://github.com/thexammer/CodeExample)

Near-Field Gladiator (https://fshh.itch.io/near-field-gladiator)
- Made in 48 hours for the GMTK Game Jam 2019.
- Ranked 80th overall community rating out of over 2,600 submissions.
- Programmed with one other developer in Unity. Developed many subsystems and audio.

Dogs Day (https://maxfortna.itch.io/dogs-day)
- Made for the Global Game Jam 2019 with a group, and continued work individually.
- Programmed in C# and Unity focusing on interaction, audio, and gameplay scripting.
- Found and edited all sound effects in the game.

Bone Throne
- Created a knockoff of Nuclear Throne in C++ using SDL2 for a class group project.
- Wrote the base data structure of the game and helped classmates use it.
- Developed a level editor that is built and run outside of the game.

Interests: Games, Marching Band/Drumline, Football, Hockey, Esports, Weird Musical Instruments, Politics

References available upon request