

Maxen McCoy

Game Programmer

Email: maxcoy97@gmail.com

Portfolio: maxenmccoy.github.io/portfolio

WORK EXPERIENCE

Skymap Games Inc.

February 2020 - January 2025

Engineer

- Working on large-scale game projects to produce a quality gameplay experience.
- Analyzing large codebases to determine where bugs and performance issues are occurring, and how best to fix them.
- Porting games to multiple consoles and ensuring performance and parity across each version.
- Working in a professional studio environment, communicating progress with daily stand-ups and ensuring that everyone on the team is synchronized and on task.

PROJECT EXPERIENCE

République Anniversary Edition - Unity, C#

Bug fixing, console porting, optimization for PS4 and PSVR, implementing new audio content using CRIWare

Romancelvania - Unreal Engine

Porting to PS5, bug fixing

Starwave - Unreal Engine

Audio-driven VFX for game prototype

Unreleased Project - Unreal Engine, C++

Porting existing game project from UE 4.27 to UE 5.2 and to new generation consoles

Wayfinder - Unreal Engine, C++

Bug fixing

Unreleased Project - Unreal Engine, C++

Gameplay programming, animation tech art, multiplayer compatibility

TECHNICAL SKILLS

Programming Languages: **C#, C++**

Game Engines: **Unity** (7 years experience), **Unreal Engine 5** (2 years experience)

Console Development for: **PS5 / PS4, GDK / XDK, Switch**

VR Development for: **Oculus Quest, PSVR, HTC Vive**

Project Tools: **Git, Perforce, Jira, Trello, ClickUp**

EDUCATION

Southern New Hampshire University (SNHU)

Bachelor of Science Game Programming and Development

Completed August 2022

New Hampshire Technical Institute (NHTI)

Associate Degree in AGGP (Animation and Graphic Game Programming)

Completed May 2019

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