

Resume

Max Swietnicki

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Location: New York, NY

Portfolio: <https://ms-portfolio.com/>

Objectives:

Spurred on by a love of game design and aided by my college courses, I've built up a wide range of skills, including Game Design, Computer Programming (Java, C# and others), Graphic Design (Including UI/UX), Image/Photo editing, Sound Editing and Video editing; as well as other soft skills like project management, player psychology and how to work effectively in a team. I want to add to my skill set, and apply my skills to projects that I believe in.

Education

Bachelors Degree: Emerging Media Technology (Game Design Concentration):

New York City College of Technology.....Expected Graduation Fall 2022

Associates Degree of Computer Science: LaGuardia Community College.....Graduated 2021

High School Diploma: NYC ISchool.....Graduated 2013

Work Experience

Game Design/Graphic Design: Freelance at Fiverr.....2021

- Created graphical templates with Adobe products
- Offered game design consultation.

Other Work Experience

Barista at Columbia Medical Center Café.....2017-2019

Assistant: Makerstate program at EVCS Afterschool.....2016-2017

Technical Skills

- Microsoft products: Word, Excel, Powerpoint.
- Image Editing: Adobe Photoshop, Illustrator, InDesign, Paint.net
- Video Editing: Adobe Final Cut Pro, Sony Vegas
- Programming: Java, C#, Javascript, p5js, AutoCAD, Unity
- Audio Editing: Audacity
- VCS: Github, Git Fork

Portfolio Pieces

Obelisk (Card Game) Development.....2013-Present

- Designed unique and engaging mechanics, as well as 12 unique factions for a head-to-head battle card game. In addition successfully pitched the game to a publisher- expected release in late 2022.

Queen mod (Game mod for *Slay the Spire*).....2019-2022

- Designed, programmed in Java and tested a fully complete character for *Slay the Spire*, including 75 character cards, unique mechanics, vfx and sfx.

Untapped (VR Bartending experience in Unity).....2021

- Created a virtual reality bartending experience where you learn to make drinks. Programmed in C# in conjunction with the unity editor.