Maxwell R. Madonna

741 Seaview Ave, Osterville, MA 02655 · maxmadonna.com · mmadonna741@gmail.com · (508) 367-9869

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EDUCATION

Drexel University Westphal College of Media Arts & Design, Philadelphia, PA *June 2018*
Master of Science, *Digital Media & Design* GPA 3.90

University of Connecticut School of Engineering, Storrs, CT *August 2015*
Bachelor of Science, *Computer Science and Engineering* GPA 3.0

PUBLISHED GAMES

- *Ombra* is a re-imagined shoot 'em up arcade game where you can kill enemies by utilizing the environments shadows. *Ombra* was developed over 4 months as a part of the Xbox Creator's Program, and is currently available on the Microsoft Store and Xbox One.

DESIGN PROJECTS

- Thesis: Created a puzzle game based around spatial reasoning in order to test how feedback from an emotional game character affects the player's perceived competence, autonomy, and intrinsic motivation.
- Game Workshop: worked as a project lead and programmer on a 5 person team to create a narrative driven horror game, using experimental dynamic mechanics to change the users perception of the environment.
- Experimental Games: Designed and developed a series of small experimental games using Unity.
- Animation: Created a 30 second animation based on a scene from the movie *Brazil* using Maya.
- Houdini: Developed simple tools to create motion graphics pieces and basic animations.

TECHNICAL SKILLS

Programming: C#, Swift, C, Obj C, OpenGL, Java, HTML, CSS, PHP, JSON, MySQL, MATLAB, MIPS
Applications: Unity, Maya, Xcode, ZBrush, Houdini, Eclipse, Altium, Adobe Photoshop/Illustrator/After Effects

TECHNICAL EXPERIENCE

Stoa Games, Philadelphia, PA
Game studio.
Co-Founder, Game Designer, System Designer, Lead Programmer 04/2018 - Current
- Designed, prototyped and developed the Xbox Creator's Program title *Ombra.*
- Worked in a team of 2 with a short development cycle to release a functional arcade game.

Drexel University, Philadelphia, PA
Exploring identity change for educational purposes in an Augmented Reality game.
Research Assistant 05/2017 - 07/2018
- Designed, developed and prototyped concepts for an augmented reality game.
- Researching identity change in players to examine the concept of projective reflection in children.
- Work with existing libraries for character creation and animation.

Racepoint Energy, Osterville, MA
RPE designs and develops software platforms for Solar Energy Monitoring Services.
Software Engineer (Summer Intern) 06/2015 – 08/2015
- Designing Graphical UI for iOS and OSX applications using OpenGL and Swift to simulate energy gauges.

Savant Systems, Hyannis, MA
Savant Systems designs, develops, and manufactures complete solutions for control and automation.
Firmware Engineer (Summer Intern) 06/2014 – 08/2014
- Designed schematics and edited pins for design in Cadence Orcad and Altium.

Software Engineer (Summer Intern) 06/2013 – 08/2013
- Designed storyboards for an Android Application's UI to provide information and control of a HVAC System.

QA Engineer (Summer Intern) 06/2012 – 08/2012
- Worked in QA testing remote applications and designing home systems using the RacePoint Blueprint software.