# Maxwell Madonna

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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                                                                 June 2015
Bachelor of Science, *Computer Science & Engineering*                                                                               GPA 3.00

## PUBLISHED GAMES

### OMBRA
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.

## TECHNICAL SKILLS

### Applications
Unity, Maya, Xcode, ZBrush, Houdini, Eclipse, Altium, Adobe Photoshop/Illustrator/After Effects

### Programming
C#, Swift, C, Obj C, OpenGL, Java, HTML, CSS, PHP, JSON, MySQL, MATLAB, MIPS

## DESIGN PROJECTS

### Thesis Project
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.

### Animation
Created a 30 second animation based on a scene from the movie Brazil using Maya.

### Experimental Games
Designed and developed a series of small experimental games using Unity.

## TECHNICAL EXPERIANCE

**Systems Design Intern**                                                                                                            06/2019- 09/2019
Treyarch Studios - *Activision Blizzard* - Santa Monica, CA
- Worked on creating visual design documents in Adobe Illustrator for new and existing systems for the Call of Duty: Black Ops franchise.
- Worked alongside engineering, animation, and design departments to satisfy the requirements of proposed systems.

**Unity Developer, UI/UX Designer**                                                                                             10/2018- 05/2019
Savant Systems - *Manufactures complete solutions for control and automation* - Hyannis, MA
- Worked on designing, prototyping, and initial development of an application to control various services in a smart home.
- Initial design was completed in Sketch, and Unity was used from prototyping and initial development.

**Co-Founder, Game Designer, Gameplay Engineer**                                                                      04/2018- 09/2018
Stoa Games - *Indie Game Studio* - Philadelphia, PA
- 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 onto the Microsoft Store and Xbox One.

**Research Assistant**                                                                                                                    05/2017- 07/2018
Drexel University, Philadelphia, PA
- Designed, developed and prototyped concepts for an augmented reality game.
- Researching identity change in players to examine the concept of projective reflection in children.

**Software Engineer Intern**                                                                                                          06/2015- 08/2015
Racepoint Energy - *Develops software platforms for Solar Energy Monitoring Services* - Osterville, MA
- Designing Graphical UI for iOS and OSX applications using OpenGL and Swift to simulate energy gauges.

**Software Engineer Intern**                                                                                                          06/2013- 08/2013
Savant Systems - *Manufactures complete solutions for control and automation* - Hyannis, MA
- Designed storyboards for an Android Application's UI to provide information and control of a HVAC System.