



MAXIM LITVINOV

Software Engineer

PROFILE

Software Development Engineer with thorough hands on experience developing video games and interactives. Supportive and enthusiastic team player dedicated to achieving operational excellence and a passion for the game development lifecycle.

CONTACT ME

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TECHNICAL SKILLS

GAME ENGINES

- UNITY 3D
- UNREAL ENGINE 4

LANGUAGES

- C#
- ACTIONSCRIPT 3.0
- C++
- PYTHON

SOFTWARE TOOLS

- GIT
- VISUAL STUDIO
- INTELLIJ
- JIRA

PLATFORM

- WINDOWS/ MAC OS
- ANDROID
- IOS
- FACEBOOK
- WEBGL

WORK EXPERIENCE

SOFTWARE ENGINEER - JAM CITY October 2017-Present

- Work on feature development for Cookie Jam Blast involving gameplay, game modes, inventory/power ups, UI, and tools.
- Provide live operations support for content,tuneability, A/B testing and tournaments for our live service game.
- Work with other engineers to review and access the risk of code changes during preparation of release candidate builds.
- Work closely with production and management team to ensure quality of work.

UNITY SERIOUS GAMES DEVELOPER- ARCHIEMD January 2017-September 2017

- Developed 3D Immersive mixed reality serious games for training medical providers.
- Involved in all aspects of Unity development including gameplay systems, UI, networking, editor tools, and integrating plugins and third party software.
- Worked closely with designer's and artists to integrate artwork, shaders, and animations into projects.

UNITY DEVELOPER - RELATIVE SCALE December 2014-December 2016

- Worked on several touch/motion-censored interactive projects including Tuffy Toss, a skeletal-tracking corn hole game.
- Worked in an iterative agile environment involving extensive Unity 3D Development and database driven Django development.
- Managed and extended the development team's Best Practices/ Unity Developer's Guide Wiki.

GAME PROGRAMMING INTERN - THE LIQUID NARRATIVE GROUP May 2014-December 2014

- Worked primarily in Unity 3D on gameplay, systems, and UI for interactive games involving procedural content generation and narrative.
- Worked on IC-CRIME snapshots, a game based tool for crime scene investigators.
- Worked on the Bardic System, a system that builds formal narrative models from DotA 2 game logs.

EDUCATION

North Carolina State University, Raleigh North Carolina
Bachelor of Engineering-Computer Science, 2014

EXTRACURRICULAR ACTIVITIES

- North Carolina State Varsity Swim Team 2010-2014. **TEAM CAPTAIN** 2013-2014
- North Carolina State Student Athlete Advisory Committee Representative
- North Carolina State Athletics Academic Captain's Team Member
- Wolfpack Leadership Academy Member
- Atlantic Coast Conference Academic Honor Roll
- North Carolina State Athletics Scholar Athlete