MAX ANTINONE

FULL STACK WEB DEVELOPER

E: mantinone@gmail.com | W: www.mantinone.com/developer

Programmer, artist, and game developer.. I integrate new information quickly and am most engaged when I'm in a little over my head learning something new. I enjoy working collaboratively to find solutions to challenging, meaningful problems.

PROJECTS

ECHO   github.com/learnersguild/echo
- An infrastructural web application used by Learners Guild to track attendees' progress and performance
- Fixed several problems with the filtering and display of users' project information
- Built with NodeJS, Express, React, Redux, EsLint, Babel, Webpack, Moment, RethinkDB, SCSS, Mocha, Chai

COACH QUEUE   github.com/guildcrafts/coach-queue
- A system to track coaching requests for Learners Guild, used by 70-80 Guild members on a daily basis
- Designed RESTful API endpoints for retrieving, filtering, and presenting coach requests
- Built using Node, Express, PostgreSQL, pg-promise, Knex, mocha and chai, React, Webpack, Babel

EAST MARCHES CLOCK BOT   github.com/mantinone/East-Marches-Clock-Bot
- Developed and maintained a Discord bot to keep track of game-time for an active shared-world D&D server
- Edited and repurposed a random-weather system to work with the the bot and the game setting.

SKILLS

JavaScript es6 • CSS • SCSS • SASS • HTML • Git • Github • React • Express • Postgres • RethinkDB • Knex • Perforce • C# • Python • jQuery • pg-promise • ESLint • Babel • Webpack • NodeJS • Ember • MacOS • Windows • Java • Pair Programming

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EDUCATION

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY *(FIEA)* | 2009-2010
University of Central Florida
Master of Science in Interactive Entertainment._
- Helped lead a team of three other artists for pre-production on semester-long capstone game project
- Created assets and animations for, and helped design games in Flash, XNA Game Studio, Unity and Gamebryo

WILLAMETTE UNIVERSITY, SALEM, OR | 2004-2008
Bachelor of Fine Arts, Minor in computer Science

RELEVANT COURSEWORK

CS241 Data Structures • CS343 Analysis of Algorithms • CS353 Architectures and Compilers • DIG5637 Game Programming Fundamentals

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EXPERIENCE

JR. LEAD AND DATA IMAGERY EDITOR | 2020 - 2021
- Assisted with training of new hires and future leads, maintained documentation and helped organize team.
- Fixing automated 3D data, worked in fast paced team environment, quickly learning other projects where required.

DATA ENTRY CLERK AT ATRIUM | 2018 - 2019
- Worked with Machine Learning, Records, and Legal Operations teams
- Helped defined naming standards and develop machine learning processes for tagging documents

ANIMATOR AT VARIOUS STUDIOS | 2010 - 2016
- Motion Capture animator with Pendulum Studios, TimeGate Studios, House of Moves, and 2K Games.
- Worked on titles such as Red Faction: Armageddon and WWE 2K16.
- Completed 1-3 minutes of animation per week in order to ship AAA titles and yearly sports franchises on time.