

Max Logan Weintraub

Game Designer

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A game designer with a wide range of skills who has been passionately creating games as a hobby since his adolescence. Primarily specializes in Systems and Mechanics, with additional experience in the design of levels, narratives, and UI/UX, as well as QA management and analysis. An outgoing and team-oriented creative with a passion for learning. His body of work features two separate indie titles published to Steam, including *Forkdrift*, which received over 100,000 downloads and won the Champlain Games Fest Audience Award for Best Digital Game in 2020.

Education

Champlain College, Burlington, VT

Bachelor's of Science in Game Design

Graduated August 2021

Work Experience

- ★ **Urchin's Fall TTRPG - Solo Developer** **November 2022 - Present**
 - Independently wrote and published a 100+ page Player's Handbook for an original TTRPG detailing an original setting, a deeply tactical combat system, dozens of hand-drawn illustrations, and 80+ elemental spells with unique gameplay effects.
 - Designed a mix-and-match character creation process that aims to provide players with unique and powerful combinations of combat classes, skills, and spells.
 - Recorded dozens of hours of development footage with live commentary, providing insight to the design decisions made throughout the process from start to finish.
 - ★ **JunkPunk Arena - Design Lead** **September 2020 - May 2021**
 - Led the design of the UI/UX, QA, balancing, and narrative in the first half of development, shifting to a focus on UI and communication as the team expanded.
 - Worked in Figma and regularly communicated with the UI programmer and artists to design a diegetic user interface for the game's main menu screens.
 - ★ **Activision - Design Intern at Raven Software** **June 2020 - August 2020**
 - Worked as a member of Raven Software's Systems Team to perform data analyses which led to the implementation of live balance changes.
 - Extensively researched the current trends of Warzone's metagame and popular weapon attachments, compiling information for the systems team to use in the future when designing pre-built guns.
 - Researched sustainable design practices to assess the pros and cons of various strategies that could be used when designing Warzone to be compatible with future installments in the Call of Duty franchise.
 - ★ **Forkdrift - QA Lead, Designer** **January 2020 - May 2020**
 - Created surveys, ran playtests, and analyzed data in order to improve the unique controls of playing as a forklift, as well as gauging the enjoyment of each mode and feature, making data-supported suggestions to improve the gameplay and content.
 - Assisted in various design and writing aspects over the course of development, particularly early level design, internal documentation, and public-facing synopses.
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Skills and Experience

- ★ Scrum and Agile Development
- ★ QA Testing and Analysis
- ★ Unity 2D/3D Programming
- ★ Video Editing and Public Speaking
- ★ Git and Jira

Hobbies and Interests

- ★ Livestreaming and Video Creation
- ★ Sci-Fi and Fantasy Writing
- ★ Nature Documentaries
- ★ Running Tabletop Campaigns
- ★ Digital Illustration & Pixel Art