Max Logan Weintraub

Systems and Mechanics Designer

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Work Experience

- ★ **Self-Employed | Content Creator** **Summer 2021 - Present**
  - ○ Built an online brand, establishing and managing an active social media presence and community on multiple platforms under the pseudonym of "Rocco".
  - ○ Created digital art assets including logos, panels, VTuber models, YouTube thumbnails and emotes for clients and creators via paid commissions.
- ★ **Activision | Raven Software - Systems Design Intern** **Summer 2020**
  - ○ Performed extensive research on sustainable design practices and the current trends of Warzone's metagame and created tools for the systems team to use in the future.
  - ○ Performed data analyses which led to the implementation of balance changes.
  - ○ Gained valuable experience working with a large and talented team on an AAA title with ongoing updates while working from home during the COVID-19 pandemic.

Education

Champlain College, Burlington, VT

Bachelor's of Science in Game Design **Graduated August 2021**

Major Projects

- ★ **Unnamed Leech Game - Systems/Narrative Design** **Summer 2022 - Present**
  - ○ Currently developing a retro-inspired FPS focused on frenetic gameplay where the player must get into melee range to refill their ammo from the enemy's blood.
- ★ **JunkPunk Arena - Design Lead** **Fall 2020 - Summer 2021**
  - ○ Led the design of the UI/UX, QA, balancing, and narrative in the first half of development, shifting to a more specialized UI and communication role as the team expanded.
  - ○ Acted as a pillar of communication between the design team and the product owner, as well as between the design team and the leads of other disciplines.
  - ○ Worked in Figma, as well as with the UI programmer and artists in order to design a diegetic user interface for the main menu screen.
- ★ **Forkdrift - QA Lead, Designer** **Winter-Summer 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 aspects over the course of development, particularly early level design, internal documentation, and public-facing synopses.
  - ○ Shifted to working from home mid-development due to the start of the pandemic, eventually releasing successfully as an independently published game on Steam.

Relevant Skills and Experience

- ★ Narrative Design
- ★ Level Design
- ★ Git and Redmine
- ★ Data Analysis
- ★ Public Speaking and Presentation
- ★ Video Editing and Recording
- ★ Community Management
- ★ Unity 2D/3D