Max Allen

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Summary

Dedicated and engaged problem-solver with a creative thought process. Experienced in the use, creation, and development of modern technologies.

Experience

Self Employed / Contracted Livestream Producer
SEPTEMBER 2021 - PRESENT, MA + REMOTE

Prepare assets for livestreams. Research technology to improve livestream quality. Collaborate with artists, event organizers, and others to help events look great and run smoothly.

Self Employed / Hobbyist Game Developer
2012 - PRESENT, MA

Practiced developing games. Researched multiple game engines. Specialized in Unity3D. Researched and practiced organized coding strategies. Utilized git source control software. Published games to PC and mobile markets. Created artistic assets for games.

Technocopia / Intern & Volunteer
SEPTEMBER 2021 - MARCH 2021, WORCESTER, MA

Assisted with technology related tasks. Updated their website and newsletter. Administered and organized their network. Researched possible improvements for their space.

Education

Worcester Polytechnic Institute / Computer Science and Game Development BS
SEPTEMBER 2022 - EXPECTED COMPLETION MAY 2026, WORCESTER, MA

Well performing student. Participated in internships with Mass Digi. Volunteered to produce eSports live streams. Gotten Dean's List status in every semester to date.

Natick High School / High School Diploma
SEPTEMBER 2015 - MAY 2020, NATICK, MA

Excelled at game development, math, web design, and computer science courses. Established a successful game design club.

NUVU / Innovation Education
SEPTEMBER 2018 - MARCH 2019, CAMBRIDGE MA

Participated actively in the process of prototyping. Developed ideas to solve real world problems. Created functional prototypes under time constraints. Utilized computer-aided design and manufacturing software.

Skills

Linux Server Management	TypeScript, C/C++, C#	Adobe Suite	Unity 3D
Algorithm Development	Project Management	Game Design	Digital Art