



Maxwell Pfeifer

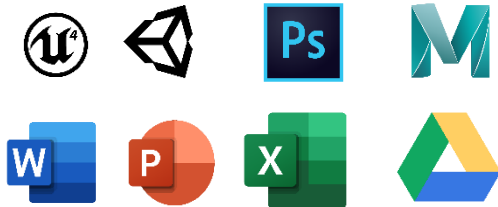
Game Designer

Vancouver, BC – (604) 617 8838

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SKILLS

Software



Languages

Spoken / Written

- English

Programming

- C# (Unity Scripting/OOP)
- Blueprinting – UE 4
- Python

Game Dev Skills

- Game Design
- Combat Design
- Technical Design
- Level Design
- Systems Design

EXPERIENCE

Koolhaus Games Inc. – *Game Designer*

Oct 2020 – Present

- Worked as a game designer to design, implement, and oversee the creation of game features and systems
- Worked on **NBA Supercard** as a Game Designer
 - Designed and balanced card stats to be used in a battling capacity over multiple game modes
 - Outlined game mode ports from other games and redesigned them where necessary to fit with the vision of NBA Supercard
 - Designed and set up quests and achievements
 - Conducted in house Quality Assurance
 - Implemented fixes for light technical and design related bugs

LaSalle College – *Tutor/TA*

July 2019 – June 2020

- Providing private lessons to individual students or groups
- Developing alternate approaches for students presenting difficulties with their learning

EDUCATION

LaSalle College Vancouver Game Art and Design - Diploma

Oct 2018 - June 2020

- Outstanding Achievement Award (July 2020)
- Dean's List (July 2020)

STUDENT PROJECTS

Osiris – *Designer/Developer*

Oct 2019 – June 2020

- Designed and Created multiple mechanics and systems in a solo project using Unreal Engine 4
- Built a stealth AI from scratch using UE4 engine tools
- Designed and balanced player interaction with the AI systems
- Created throw and distraction mechanic to allow the player to manipulate the AI

Palette - *Designer/Puzzle Designer*

July 2019 – June 2020

- Worked within a group to create a game from concept to release within the Unity game engine
- Designed core game and puzzle mechanics
- Created and developed multiple puzzles that were implemented within the game
- Designed and implemented polish elements within levels, menus, and game mechanics

Caped Crusade – *Designer/Developer*

Oct 2019 – Dec 2019

- Worked solo in Unity to create a mobile game to release on the google play store
- Designed core One-Touch mechanics to keep game simple and easy to pick up
- Developed a checkpoint system to allow players milestone achievements

Awemazon – *Designer/Developer*

Oct 2019 – Dec 2019

- Collaborated with Liminal VR to create a VR experience, meeting weekly
- Designed and scripted different events within the experience
- Conducted weekly play sessions to find and fix bugs