

Max De Nadai

Programmer

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Portfolio: <https://www.maxdenadai.com/>

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Skills

Languages & Engines:

- C/C++
- C#
- JavaScript (familiar)
- OpenGL (familiar)
- Unity
- Unreal (familiar)

Tools:

- Git
- SVN
- Visual Studio
- Slack
- Eclipse
- Illustrator (familiar)
- Photoshop
- Maya (familiar)

Other:

- Trilingual:
 - Italian
 - Spanish
 - English

Education

B.S. in Computer Science and Game Design

Sept 2016 – Apr 2021

DigiPen Institute of technology

Academic projects

Solo Project | Hydraulic Erosion (Unity: Physics Simulation) - C#

Jan 2021 – Apr 2021

- Implemented noise based procedural terrain generation.
- Implemented hydraulic erosion using bilinear interpolation of height and momentum of simulated water particles.
- Created an editor HUD to control exposed variables and change simulation at run time.
- Refactored systems and data structures to improve efficiency.

Solo Project | AI Sandbox (Custom Framework: AI Project) - C++

Jan 2021 – Apr 2021

- Coded behavior tree nodes to diversify agent behavior.
- Implemented unique agent behavior using behavior trees.
- Coded pathfinding algorithms to mobilize agents based on different heuristics.
- Coded terrain analysis modules to let AI agents determine line of sight, safety, stealth, and target tracking.

UI Programmer | Project Roo (Unity: FPS, Metroidvania) - C#

Jan 2020 – Apr 2020

- Coded UI systems to handle menus, waypoints, and inventory, to implement our HUD.
- Implemented a 3D mapping system to guide players.
- Implemented a quest/objectives system to guide players.
- Implemented waypoint elements to connect the mapping and objectives systems.

Gameplay Programmer | Delta Time (Custom Engine: Platformer) - C/C++

Sept 2017 – Apr 2018

- Implemented a Timeline Manager to record and rewind time for the game.
- Implemented an Object Factory to easily instantiate game entities in the engine.
- Implemented player abilities to add diverse combat options.