

Max De Nadai

Technical Designer

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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
- Trello
- 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 | **Stained** (Unity: 3D Drawing Game)

Jan 2021 – Apr 2021

- Implemented a fully functional painting system based on player movement.
- Implemented colored light projection to support stained glass aesthetic.
- Implemented color picking/blending to expand creative options.
- Implemented shader based transitions.

UI/UX Design | **Project Roo** (Unity: FPS, Metroidvania)

Jan 2020 – Apr 2020

- Designed diegetic HUD elements using illustrator and photoshop, to cleanly present information to the player .
- Coded UI/UX systems to handle menus, waypoints, and inventory, to implement our HUD.
- Conducted live user tests and competitive research to improve the implemented UI.
- Implemented a 3D mapping system to guide players.
- Implemented a quest/objectives system to guide players.
- Implemented waypoints to connect the mapping and objectives systems.

Tech Design, Production | **Delta Time** (Custom Engine: Platformer)

Sept 2017 – Apr 2018

- Co-Led & organized a team of 15 people using Scrum and Trello to meet deadlines.
- Ran bi-weekly one-on-ones to diffuse stress caused by setbacks and to retarget priorities.
- Implemented a Timeline Manager to record and rewind time for the game.
- Implemented an Object Factory to easily instantiate game entities in the engine.
- Designed and play tested different levels to help the player learn how to use his abilities.