

MAX CAMERON

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EDUCATION

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|--------------|---|-----------|---|
| 2021-PRESENT | Carnegie Mellon University Masters of Entertainment Technology Expected 2023 | 2008-2012 | Alfred Univerity Bachelor of the Arts Graduated 2012 |
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TEAM PROJECTS

Projects were created as part of CMU's Building Virtual Worlds class. BVW is a rapid prototyping course where students are placed in interdisciplinary groups of 5 people. They are then given 2 weeks to create an interactive project on a variety of platforms that range from VR to eye tracking. The process is repeated 5 times over the course of the semester.

2021 **Sound Designer (Pyramid Panic!, Celestial, Peek-A-Book, Farewell, The Keys of Obliteration)**

- Edited and/or created all sound effects and composed all music.
- Directed and recorded all voice and dialog needed for the games.

Producer (Celestial, Farewell)

- Scheduled and ran team meetings and playtesting.
- Organized all teammate's tasks using a custom spreadsheet.

2D Artist (Pyramid Panic!)

- Created 2D illustrations for game's story.
- Designed a UI element for use in game.

Game Designer (The Keys of Obliteration)

- Designed final boss encounter movement and attack patterns.
- Held playtests to determine boss health and difficulty.

WORK EXPERIENCE

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| 2021-PRESENT | Carnegie Mellon University / Pittsburgh, PA Woodshop Teacher Assistant -Trains students on all of the tools in the woodshop and paint room. -Take inventory of needed supplies |
| 2016-2021 | Kelly Custom Furniture and Cabinetry / Pittsburgh, PA Finisher/Woodworker -Assisted a full production furniture shop with the design, building, finishing and installation of cabinetry -Interpreted client feedback to ensure their satisfaction of our product |
| 2014-2016 | Pittsburgh Center for the Arts / Pittsburgh, PA Assistant Facilities Manager -Worked with a team that handled, installed, and de-installed artwork at the PCA and Pittsburgh Filmmakers -Worked with PCA instructors to ensure classes were prepared for students -Kept a schedule of maintaining cleanliness and functionality of all buildings and galleries |

Tools

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|------------|--------------------|--------------|-----------------|--------------|-----------|--------------------|
| ART | -Adobe Illustrator | AUDIO | -Adobe Audition | OTHER | -Perforce | -Adobe Premiere |
| | -Adobe Photoshop | | -Audacity | | -Trello | -Woodworking Tools |
| | -Procreate | | -ProTools | | -Slack | |