

MAX ANTINONE

FULL STACK WEB DEVELOPER

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I'm a full stack web developer with a background in digital art and game development. I integrate new information quickly and am most engaged when I'm in a little over my head learning something new. I enjoy working collaboratively to find solutions to challenging, meaningful problems.

PROJECTS

TABLE ROLLER

[Live Project](#) [GitHub](#)

- A tool for rolling nested random encounter tables for Dungeons and Dragons, built with Vanilla JavaScript, HTML, CSS

ECHO

[GitHub](#)

- An infrastructural web application used by Learners Guild to track attendees' progress and performance
- Fixed several problems with the filtering and display of users' project information
- Built with NodeJS, Express, React, Redux, ESLint, Babel, Webpack, Moment, RethinkDB, SCSS, Mocha, Chai

COACH QUEUE

[GitHub](#)

- A system to track coaching requests for Learners Guild, used by 70-80 Guild members on a daily basis
- Designed RESTful API endpoints for retrieving, filtering, and presenting coach requests
- Built using Node, Express, PostgreSQL, pg-promise, Knex, mocha and chai, React, Webpack, Babel

TROSSELLO

[Live Project](#) [GitHub](#)

- Created an in-house clone of Trello for internal project management
 - I worked on drag and drop functionality, created the color coded due-date badges, other small features and bug fixes.
 - Built with React, NodeJS, Express, jQuery, Knex, PostgreSQL, pg-promise, Webpack, SCSS, Moment, Mocha, Chai
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SKILLS

JavaScript es6 • CSS • SCSS • SASS • HTML • Git • Github • React • Express • Postgres • RethinkDB • Knex • Perforce • C# • Python • jQuery • pg-promise • ESLint • Babel • Webpack • NodeJS • Ember • MacOS • Windows • Java • Pair Programming

EXPERIENCE

Animator at Various Studios | 2010 - 2016

- Motion Capture animator with Pendulum Studios, TimeGate Studios, House of Moves, and 2K Games.
 - Worked on titles such as Red Faction: Armageddon and WWE 2K16.
 - Completed 1-3 minutes of animation per week in order to ship AAA titles and yearly sports franchises on time.
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EDUCATION

Learners Guild | Sep 2016 - 2017

An 8 month apprenticeship and project based training program for software engineers, focusing on infrastructure software, data analytics, JavaScript, and Test Driven Development with Mocha and Chai.

Masters in Game Development | Florida Interactive Entertainment Academy at UCF | 2004 - 2008

Bachelor's in Studio Art, Minor in Computer Science | Willamette University | 2004 - 2008 CUM LAUDE

RELEVANT COURSEWORK

CS241 Data Structures ☒ CS343 Analysis of Algorithms ☒ CS353 Architectures and Compilers ☒ DIG5637 Game Programming Fundamentals

HOBBIES & INTERESTS

Game Development, Drawing, Digital Painting, Harmonica, Dungeons and Dragons