



# MAX ANTINONE

FULL STACK WEB DEVELOPER

## RELEVANT COURSEWORK

Minor in Computer Science  
Apprenticeship at Learners Guild

## PROFESSIONAL SKILLS

JavaScript  
CSS  
HTML  
Git and Github  
React  
Express  
Postgres  
RethinkDB  
Knex  
Perforce  
C#  
Python

## HOBBIES

Game Development  
Drawing  
Digital Painting  
Harmonica  
Dungeons and Dragons

## CONTACT

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## PROFILES



[github.com/mantinone/](https://github.com/mantinone/)



[linkedin.com/in/  
/max-antinone-6b35a09/](https://www.linkedin.com/in/max-antinone-6b35a09/)

## ABOUT

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.

## EXPERIENCE

### LEARNERS GUILD

Oakland, CA, Sep 2016 - 2017

A collective for aspiring web developers. We collaborate on projects with the mentorship of Senior Developers. Our projects have included infrastructure software and data analytics for Learners Guild's engineering training program.

- Mentored beginning developers in learning JavaScript and OOP basics through code reviews and coaching
- Practiced Test Driven Development with mocha and chai

### COACH QUEUE

A support request scheduling system used by 70-80 Guild members. Created with Node, Express, and Postgres.

- During initial launch week, identified and fixed bugs requiring a complete refactor of request filtering system.
- Designed RESTful API endpoints for retrieving coach requests and all relevant data

### TROSSELLO

An open source clone of Trello created using Node, Express, Postgres, and React.

- Implemented drag and drop system in React
- Created logic for displaying color-coded due-date badges

### ANIMATOR AT VARIOUS STUDIOS

2010 - 2016

- Motion Capture animator with companies such as 2K games and House of Moves. Completed 1-3 minutes of animation per week in order to ship AAA titles and yearly sports franchises on time.

## EDUCATION

### 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