

# Max Clark

Software Engineer

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*Engineer with 10 years experience in C# and the Unity Game Engine. Combined with my B.S. in physics, enables me to break down complex problems and solve them with performant, dependable code. Excited to apply my skills to advancing technology.*

## EXPERIENCE

### **Freelance Game Developer (remote)**

Converting board game to digital game, March 2025 – present

### **Flock of Dogs Game Developer (remote)**

Solo Game Developer, April 2016 – December 2024

- Created the code, design, and art for an online multiplayer game about flying dogs
- Integrated plug-ins such as Photon Unity Networking, Rewired, and Easy Feedback Form
- Ran a successful Kickstarter campaign, raising \$12,345 with a goal of \$10,000
- Selected for IndieCade 2019 NIGHT GAMES

### **Castle Inspection, Boston MA**

High Value Consultant (Home Insurance Appraiser), November 2011 – November 2017

### **GEX Inc., Atkinson, NH**

Math Content Developer, March 2011 – October 2011

- Generated math exercises and accompanying guides using in-house software

### **UC Irvine Particle Physics Group, Irvine, CA and Geneva, CH**

Undergraduate Researcher, June 2009 – June 2010

- Performed simulations using supercomputers at the LHC at CERN

## EDUCATION

### **University of California Irvine, Irvine, CA**

*Bachelor of Science in Physics and Astronomy with Honors, June 2010*

## SKILLS

- **Programming:** C#, C++, Photon Unity Networking, GDScript, JS
- **Systems & Tools:** Git, Linux, Digital Ocean
- **Mathematical & Computational Skills:** Physics simulations, numerical methods

## SELECTION OF OTHER GAME PROJECTS

- [See The Zot](#), 2024, digital board game hosted on Digital Ocean server, solo
- [Railway to the Moon](#), 2022, 3D puzzle game made in Godot, with a team of 4
- [Frogeater](#), 2018, winner of Tilted Game Jam #2, made in Unity by team of 3