



Maxwell Brickel

Software Engineer

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Background

As a result-driven software engineer, I have a solid foundation in game development, tool building, and structuring scalable systems.

Languages

C#
Javascript
Typescript

Proficiencies

Mobile Game Development
Slot Machine Game Development
Tool Development
Rest APIs

Tools & Frameworks

Unity

- Desktop & Mobile
- WebGL
- Editor Tools
- Resource Management
- Ad Support

MongoDB
Sql
Perforce
Bitbucket
SourceTree
Git
React.js
Vue

Experience

Software Engineer – INK Games (Mar 2021 – Nov 2023)

- Developed player-facing game features (some examples include traps, bonuses, special tiles, features sweepstakes, and club chat) and backend tools for the mobile game Prize Kingdoms, enhancing user engagement and system performance
- Worked on key functionality in the admin tool that empowered non-technical teams to manage live data.
- Built the dynamic, scalable club chat system front-end, improving real-time player engagement and retention
- Created and optimized reusable front-end components, reducing admin tool feature development time by 20% and improving maintainability

Software Developer – LACC Technologies (Mar 2020 – Feb 2021)

- Designed and implemented systems for data visualization, user interaction, and reward management
- Developed a request management system for external API communications
- Built automated data parsing tools, improving data accuracy and workflow efficiency
- Led a major platform migration from Godot to Unity

Game Developer I – EVERI Holdings (Jan 2015 – Oct 2019)

- Developed multiple slot machine titles and core software library features, improving product consistency
- Implemented a 3D animation system for interactive visual elements, differentiating products in the market
- Created a deployment automation tool to reduce test cycles and improve test build frequency

Education

University of Central Florida (2013 – 2014)

Master of Science, Interactive Entertainment

- FIEA (Florida Interactive Entertainment Academy)

University of Florida (2009 – 2013)

Bachelor of Science, Digital Arts and Science