Maxfield Friedman

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Software engineer specializing in VR and game development across multiple engines, skilled in real-time systems and tackling challenging problems. Seeking collaborative roles focused on core mechanics, NPCs, AI, or unique development goals. Ambitious to grow toward product or project management while creating immersive, engaging experiences and enabling teams to do the same.

Experience

Launchvox Inc, *San Francisco, CA*

XR Software Engineer   *Jan. 2024 - Jun. 2025*
Contracted Engineer   *Sep. 2023 - Dec. 2023*

- Collaborated on an analytics system leveraging DynamoDB to capture and display user data.
- Implemented core multiplayer features in Unity with Photon Networking.
- Developed a cross-engine plugin, under CTO guidance, to persist network connections and room settings in both Unity and Unreal Engine.
- Co-designed a modular drag-and-drop system with rotation, translation, and scaling support; independently implemented it in Unreal Engine using Blueprints.
- Optimized interaction performance in a cataract surgery simulator using profiling tools.
- Integrated reusable VR UI components for a cross-platform media viewer.

Elara Systems Inc, *Sacramento, CA*

XR Software Engineer   *Jan. 2022 - Mar. 2023*

- Led an 8-month expansion for a drill-based VR training simulator.
- Integrated inverse kinematics, pathfinding, and an ambient state system across six VR drills.
- Built an interactive VR video player in Unreal Engine for an on-rails medical simulation.
- Created dynamic environmental events in a top-down educational farming game.
- Redesigned multiplayer flow and collaborated with artists to implement a new networked UI.

Projects

Karnivus: Rooftop Rumble and Tournament   *forcemultiplierstudios.com*

- Expanded gameplay systems by enhancing player interactions, spectating features, and overall game balance atop an existing core framework in UEFN and Verse.
- Took initiative to move beyond a support role, ultimately co-owning system responsibilities in close collaboration with a game designer.

Skills

Programming	*Game Engines*	*XR Tools*	*General*
• C#, C++	• Unity	• OpenXR & SteamVR	• 3D Math
• UE Blueprints	• Unreal	• Mobile Development	• UI/UX
• Verse	• UEFN	• Quest & PICO Headsets	• Game AI

Education

B.S. in Computer Science: Game Design with Honors

University of California: Santa Cruz | Sep. 2017 - Jun. 2021

- Received the Technical Innovation and Social Impact awards for Senior Capstone Project.