



Max McDonnell

Gameplay / Level Designer and Programmer

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Education

RMIT University, Bachelor of Design (Games)

2023 – 2025 | Melbourne

Awards

RMIT's Program Excellence Award.

For demonstrating attentiveness to feedback, impressive effort and craft.

Also, for navigating a difficult cultural topic with a mature approach, celebrating Australian countercultures.

Software Skills

C#

Unity

UE5

Blender

Adobe Suite

GitHub

Excel

Capstone Project

Dero Dazza's Dirty Dash (2025, Unity)

Winner of RMIT's Program Excellence Award

- Lead Designer & Unity Developer (C#)
- Gameplay Programmer
- Environment Designer
- Playtesting + exhibition analytics (heatmaps/graphs)
- UI/UX Designer

Exhibitions

I have exhibited my Capstone project at the [ACMI Audience Lab](#) and the [2025 RMIT Grad Show](#).

I have also exhibited some of my games at the [Sabby gallery](#).

This involved booth management and discussing the game with play testers.