Kevin Maxon

SENIOR PROGRAMMER & TECH ARTIST // HE/HIM

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SELECTED PROJECTS

Young Suns (KO_OP) — *Multiplayer Life Sim*   [EARLY ACCESS 2025]
Senior Programmer on an open world online coop game. Worked on layout data for ship interiors, dynamic window & interior ambient lighting, custom light falloff, animated emotes, ship exterior customization, minigames, environment art tools, character customization tools, world map design tools, etc. Unity, C#, Photon Fusion 2, Blender/Python.

Project Bitters (Chance Agency) — *Painterly RPG*   [CANCELLED 2024]
Was the primary programmer and tech artist on this slow burn prototype. Heavily stylized custom rendering setups, Ink integration, UI work. Secretive, unnamed, unannounced. HLSL, Unity SRP, C#, Blender, Ink.

Tenderfoot Tactics Console Port (Ice Water Games) — [2024]
Worked with a port-specialist developer to get *Tenderfoot Tactics* on Switch and Xbox. Focused on performance, as well as making device-specific usability/accessibility improvements.

Goodbye Volcano High (KO_OP) — *Cinematic Narrative Adventure*   [2023]
Came on for 3 months at the end of development to help out as a generalist Unity developer. Various bug fixes, lipsync and audio tools, PS4/5 feature support, character outfit swapping. Unity, C#.

Wildflower (Ice Water Games) — *Gardening and Witchcraft RPG*   [CANCELLED 2022]
Sole Unity developer, 3D artist, lead designer and defacto producer. Team of 5. Refactored Tenderfoot Tactics' engine to support stealth, gardening, cooking, and noncombat-combat transitions anywhere in an open world. Custom shading setup with dynamic time-of-day and weather transitions. Weather driven by wind/cloud simulation. [Video here.](#)

Tenderfoot Tactics (Ice Water Games) — *Goblin Tactics RPG about Natural Systems*   [2020]
Lead team of 6. Sole programmer. Cellular automata simulating plant growth, fluid flow, fire. Behavior tree AI. Custom terrain, foliage, water. Custom shading setup built to emulate specific light/mood/tone with hand-selected colors. Unity, C#, HLSL. More at tenderfoottactics.com

Truck Stars : Mixer Edition (Very Very Spaceship / Mixer) — *Streamed Multiplayer Game*   [2018]
Contract Unity development on a small team. Working with a large and messy code base to rapidly pivot to wholly new technologies. New input systems, new handling, new features for a new community.

Fire Place (Ice Water Games) — *Simulated Fireplace for Friendly Gatherings*   [2018]
Mostly solo Unity project, plus musician and a few artists (additional backgrounds). Volumetric GPU heat advection / fire simulation with raymarched renderer, physics logs with per-vertex tracking of fuel consumption. Lit by 3 point lights which track towards hotspots in the heat volume. [See more on Steam.](#)

Unity 2018.1 (Unity Technologies) — *Game Engine*   [2017-2018]
Worked as an embedded QA for the graphics team. Focused on Terrain. Worked a bit on Shader Graph, Particle Systems, and core graphics.

Truck Stars (Very Very Spaceship / Google) — *Multiplayer Mobile Game*   [2017]
Developed a robust networking solution for a 4-player physics-heavy mobile Unity game, with Google as our end client. Picked up various dev and design tasks along the way.

Cylance AR Experience (Taqtile / Cylance) — *HoloLens RSA Demo*   [2017]
Remotely lead team of 3 experienced developers. Acted as the Unity visual lead, under direction from the client's senior-level Hollywood animator. Concept to ship in ~6 weeks.

AxonVR Demo (8ninths / AxonVR) — *Vive + Proprietary Haptic Bodysuit Prototype*   [2016]
Lead development. Team of 3. UE4. Lead project timeline, interfaced with client. Creature AI, dynamic materials, physics-based animation. Let you literally feel a baby dragon breathe fire on your hand.

Citi Holographic Workstation (8ninths / Citi) — *HoloLens Trading Workstation Prototype*   [2016]
Lead development. Team of 5. Unity/C#. Built prototyping toolkit for UX designers to iterate quickly in a new space - AR/MR. Dealt with rapidly changing APIs in a pre-devkit HoloLens ecosystem.

Viridi (Ice Water Games) — *Succulent Nurturing Relax-em-up*   [2015-2016]
Lead production, development, and systems design. All custom shaders and lighting. Team of 4. Unity/C#. Millions of users, very positive user reviews. Coverage from NYT, Nat Geo, etc. See more on Steam.

THE BOX (8ninths) — *Introductory Gear VR experience*   [2015]
Sole developer. Team of 5. Unity/C#. Built + optimized a VR app running on some rather old devices.

Eidolon (Ice Water Games) — *Open World Narrative Exploration*   [2014]
Lead all aspects. Team of 10. UDK. Started as my undergraduate thesis. Founded indie collective Ice Water Games to publish it. See more on Steam.

EDUCATION

WWU — *BA Visual, Narrative, and Systems Design for Video Games*   [2011 - 2013]
Minors in Computer Science and Philosophy. Dean's List. Nominated a College Scholar in 2011 (for game design) & 2013 (for painting). 3.96 GPA. Self-built major. Thesis project became Eidolon.

School of Visual Arts, NYC — *Computer Art*   [2009 - 2010]

Portfolio deck with some visuals and accompanying notes here.