

MAXWELL MOELIS

mmoelis04@gmail.com • (1) 720-614-1081 • maxwellmoelis.framer.website • Salt Lake City (Utah)

EXPERIENCE

Narrative Lead/3D Artist, Clanker Cleanup

Aug 2025 — May 2026

I worked with a team of 15 to build an Arena Shooter in the style of Fallen Aces.

- Created Narrative Documents and pitches for feedback from the team in order to gauge readability and quality of work.
- Worked with Voice Actors and Audio Engineer to create narratively appropriate sounds
- Allied with producers, artists, designers and engineers to build and implement assets

Technologies: SCRUM, Perforce, Unreal Engine, Google Suite, Adobe Suite

3D Art and Narrative, Knife Trick

Sept 2024 — Dec 2024

Developed "Knife Trick", a cyberpunk, 3D PvE arena shooter, with a team of 5 over a period of 3 months

- Wrote a series of world building documents and lore pages set in a Sci-Fi world.
- Gained experience in shipping and publishing a game on Itch and working in Unreal
- Created and animated 20+ 3D assets, including main character and enemies

Technologies: Github, Unreal Engine, Maya, SCRUM, Google Suite, Adobe Suite

The Death of the Artist, Narrative Lead

Mar 2025 — May 2025

Developed alongside a group of 5 to build a narrative choice game with a focus on balancing passions with the need for money

- Gained experience working in Aseprite and made title art as well as environment art assets
- Worked with a producer, two artists, and an engineer to build and ship a game in 3 months
- Learned how to write on a team with multiple writers, how to share feedback amongst peers, and how to build quality pieces under extreme time crunch

Technologies: Google Suite, Github, Gamemaker, Aseprite

WORK EXPERIENCE

Teaching Assistant at the University of Utah

August 2026 — Present

Primary point of contact for students when they need assistance on assignments

- Grade assignments and give feedback to students to make it clear on their position in the course

Marriott Library Events & Scheduling Assistant

June 2023 — August 2026

Assistant to the Catering & Food Service Manager at Marriott Library on U of U campus

- Communicated task progress and worked with others to complete tasks more efficiently

EDUCATION

University of Utah, Department of English, Masters in Video Game Narrative

2026 — 2028

University of Utah, Division of Games, Bachelors of Architecture

2022 — 2026

- GPA: 3.816
- Dean's List
- Crimson Gaming Club's Destiny 2 Captain For 2 Years

SOFTWARE

- Unreal Engine, Perforce/Github, Trello/Miro/Jira, Google Drive, Microsoft 365, Maya, ZBrush, Substance 3D Painter, Unreal Engine, Adobe Creative Cloud

SKILLS

- Production: Agile Development, Version Control, Team Building, Team Communication of Ideas and Scope,
- Art: Asset Optimization, Digital Sculpting, Anatomy Sculpting, Hard Surface, Modeling Props, UV Unwrapping, Creating Materials, Rigging, Posing, Animation