

# Adam Eckert

Game Developer

Austin, TX

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## Experience

### Coding with Kids

Coding academy with K-12 coding classes

#### Coding Instructor (2022-Present)

- Leading online classes of 1-8 students
- Video editing for company recruitment material

### Heatwave Studio

Student-led organization at ASU

#### Design Officer (2019-2021)

- Developed standards for design documentation
- Trained new members to use Unity
- Managed internal playtesting

#### Design Producer (2019)

- Allocated tasks among designers
- Facilitated collaboration between teams

#### Design Member (2017-2019)

- Designed main game mechanics
- Playtested and offered gameplay tweaks
- Built levels in Unity

## Skills

### Languages, Engines, and IDEs

- Java
- C#
- HTML/CSS/JS
- Python
- Visual Studio/VSCode
- Unity
- GameMaker Studio 2

### Miscellaneous

- Documentation
- GitHub
- Image/video editing

### Soft Skills

- Communication
- Critical thinking
- Teamwork
- Creativity
- Attention to detail
- Problem solving

## Education

### Arizona State University, Tempe AZ

B.S. Informatics (2017-2021)

Certificate in Computer Gaming

Cumulative GPA: 3.92

Honors: Summa Cum Laude,

Dean's List (7 semesters)

### Relevant Coursework:

Programming (Java/C#/HTML/JS/CSS),  
3D Modeling and Animation,  
Game Engine Development,  
Databases, User Testing,  
Interface Design, Game Design Analysis

## Projects

### Card Defenders

Design Lead  
Unity  
Capstone project  
Tower defense card game  
Released on [Itch.io](https://itch.io)

### Color Phase

Design Member  
Unity  
Heatwave Studio project  
3D puzzle platformer  
Released on [Steam](https://steam.com)

### Dodger

Solo Project  
GameMaker Studio 2  
Personal project  
Arcadey bullet-hell  
Released on [Itch.io](https://itch.io)

To see my full portfolio with project write-ups, visit my website at  
[adameckert.github.io](https://adameckert.github.io)