# Adam Eckert

Game Developer

Austin, TX 78728 (512)740-0278 <u>adameckert3141@gmail.com</u>

### Experience

### Coding with Kids

Coding academy with K-12 coding classes

Coding Instructor (Apr 2022 - Present)

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

### Heatwave Studios

Student-led organization at ASU

Design Lead (May 2019 - May 2021)

- -Developed standards for design documentation
- -Trained new members to use Unity
- -Designed main concepts and gameplay loops

Design Producer (Jan 2019 - May 2019)

- -Allocated tasks among designers
- -Aided collaboration between teams

Designer (Aug 2017 - May 2019)

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

### Skills

#### <u>Languages,</u> Engines, and IDEs

- -GML/GameMaker
- -HTML/CSS/IS
- -Python
- -C#
- -Java
- -Visual Studio/VSCode
- -Unity

### Miscellaneous

- -Documentation
- -GitHub
- -Image/video editing

### Soft Skills

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

# Education

### <u>Arizona State University, Tempe AZ</u>

B.S. Informatics (Aug 2017 - May 2021) Certificate in Computer Gaming Cumulative GPA: 3.92 Honors: Summa Cum Laude, Dean's List (7 semesters)

### Relevant Coursework:

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

## Selected Projects

#### <u>Dodger</u>

Solo Project
GameMaker Studio 2
Personal project
Arcadey bullet-hell
Released on Itch.io
Portfolio page

### Color Phase

Designer Unity Heatwave Studios project 3D puzzle platformer Released on Steam <u>Portfolio page</u>

### Space Bubby

Project Lead GameMaker Studio 2 Academic project Top-down boss rush Released on Itch.io <u>Portfolio page</u>

To see my full portfolio with project write-ups, visit my website at adameckert.github.io