



# Adam Eckert

Game Designer

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## Experience

### Heatwave Studio

(Video Game Development Club at ASU)

#### Design Member (2017-2019)

- Created mechanical and level documentation
- Tweaked and balanced gameplay
- Built levels in Unity

#### Design Producer (2019)

- Assisted allocating tasks among members
- Facilitated communication between various teams

#### Design Officer (2019-2021)

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

## Skills

### Languages, Engines, and IDEs

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

### Miscellaneous

- Documentation
- GitHub
- Image/video editing

### Soft Skills

- Articulation
- Critical thinking
- Teamwork
- Creativity
- Attention to detail

## 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

### The Final Frontiersman

Solo Project  
GameMaker Studio 2  
48 Hr game jam  
Side-scrolling arcade shooter  
Released on [Itch.io](https://itch.io)

### Color Phase

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

### Card Defenders

Design Lead  
Unity  
Capstone project  
Tower defense card game  
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)