Adam Eckert
Game Developer

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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

Color Phase
Design Member
Unity
Heatwave Studio project
3D puzzle platformer
Released on Steam

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

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