



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