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 carious 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
-Technical documentation
-GitHub
-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
Itch.io
Read More

Color Phase
Design Member
Unity
Heatwave Studios project
3D puzzle platformer
Steam page
Read More

Card Defenders
Design Lead
Unity
Capstone project
Tower defense card game
Itch.io
Read More

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