

Adam Eckert

Game Designer

Austin, TX

(512)740-0278

adameckert3141@gmail.com

[linkedin.com/in/adam-eckert/](https://www.linkedin.com/in/adam-eckert/)

Recently graduated Game Designer with experience designing and documenting shipped games in a collaborative Agile environment of 20+ people. Strong communication and attention to detail with a passion for accessibility and an eye for striking, efficient design.

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

Languages, Engines, and IDEs

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

Miscellaneous

- Game Documentation
- GitHub
- Image/video editing

Soft Skills

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

Education

Arizona State University, Tempe AZ

B.S. Informatics

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

Dodger

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

[Portfolio page](#)

Space Bubby

Project Lead
GameMaker Studio 2
Academic project
Top-down boss rush
Released on Itch.io

[Portfolio page](#)

To see my full portfolio with project write-ups, visit my website at

adameckert.github.io