Adam Eckert

Game Developer

Austin, TX 78728 (512)740-0278 adameckert3141@gmail.com

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

<u>Languages,</u> <u>Engines, and IDE</u>s

- -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

<u>Arizona State University, Tempe AZ</u>

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

<u>Dodger</u>

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