

Adam Eckert

Game Developer

Austin, TX

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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 Studios

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 implemented gameplay tweaks
- Built levels in Unity

Skills

Languages, Engines, and IDEs

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

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 (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