

ADAM ELAOUN

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University of Maryland
B.S. Computer Science
GPA: 3.3 Dean's List

College Park, MD
Expected December 2019

Game and Web Developer

Enthusiastic and inquisitive computer science student with commercial experience in leading large and small teams. Skilled in working directly with end customers. Accomplished in communicating and pitching relevant products and services to customers. Experienced with Git and team programming. Organized and results-driven commercial programmer. Extremely passionate game and web developer. Seeking a position in game programming, game design, or web development.

Proven skills and qualities include:

- Accomplished and professional programmer
- Experienced and detailed game designer
- Organized and efficient programmer/designer
- Creative problem solver
- Strong and confident communicator
- Adaptable and quick learner
- Organized and strategic project planner
- Positive and motivational team player
- Proactive, driven, and passionate employee
- Experienced and focused leader

WORK EXPERIENCE

Cisco Systems

June 2018 – Aug. 2018

SOFTWARE ENGINEERING INTERN

github.com/AdamElaoud/Intern_Site

- Built live website for internal software engineering testing
- Developed and programmed testing algorithms
- Developed website backend that allocates server space and executes aforementioned testing algorithms
- Successfully presented testing website to board of vice presidents and project leads
- Placed first and received People's Choice Award in first ever Cisco Intern Expo
- Ported existing Python systems from one proprietary library set to another
- Adapted old software to run with proprietary overnight testing simulator - FireX

University of Maryland College Park

Oct. 2017 – Dec. 2017

OBJECT ORIENTED PROGRAMMING I COURSE TUTOR

- Covered topics that include: basic structures, classes, object fields, interfaces, function access, and nested loops
- Developed new system to improve organization and efficiency of office hours

University of Maryland College Park

July 2017 – Aug. 2017

SUMMER ENGINEERING HEAD RESIDENT ASSISTANT

- Led a team of 3 RAs to oversee a group of 60 students attending the Discovering Engineering program
- Organized 3 weeks of engineering team building exercises for students in the program

Motorola Solutions

May 2016 – Aug. 2016

SYSTEM ENGINEERING INTERN

- Designed a functional and cost-efficient communications network for the public safety sector of Montgomery County Maryland
- Collected and analyzed data to properly place antennas on tower to optimize RF coverage across Montgomery County
- Collected data using proprietary software on current tower standings to optimize antenna placement for future network expansions

PROGRAMMING PROJECTS

Personal Website

June 2018 – Present

github.com/AdamElaoud/adamelaoud.github.io

- Designing a personal website as an interactive resume
- Developing website with JavaScript, HTML, and CSS
- Designing a responsive and interactive UI with CSS Flexbox and JavaScript respectively

Project Sync

Feb. 2018 – Present

github.com/AdamElaoud/Project_Sync

projectsync.tumblr.com/

- Developing a synchronous, turn-based card game featuring a high skill ceiling and low barrier of entry
- Maintaining an updated devlog detailing future plans, goals, and step-by-step processes
- Designed, in detail, a functioning and gameplay tested system
- Designed a fun, new, innovative game unique from others in its genre
- Coded in Java utilizing Java's I/O libraries
- Designing and completing all art, code, and music assets

One-Shot Survival Game

Mar. 2018 – Mar. 2018

github.com/AdamElaoud/One_Shot_Game

- Developed a one-shot survival dungeon in Java
- Programmed a state machine as engine to run entire game
- Created a system of rounds that increase in difficulty as the player progresses
- Developed a semi-random system to generate enemies each round
- Created a points-system to trigger new rounds
- Created hurt boxes, a collision system, and a health system

PROJECT LEADERSHIP EXPERIENCE

Game Development Club

Oct. 2018 – Present

LEAD DESIGNER

- Leading a team of 3 designers to develop a party game inspired by Nintendo's Mario Party
- Designed core gameplay, minigame concepts, and basic items
- Delegated tasks to other designers to design board structure, tiles, environment, status effects, and items

Web Design Course

Aug. 2018 – Dec. 2018

TEAM LEADER

github.com/AdamElaoud/Calendar_Sharing

- Led a team of 4 students to design and build a calendar sharing website for students
- Delegated tasks to other students and organized, compiled, and finalized Git branches
- Built the backend of the site using PHP and MySQL and jQuery as a middleware
- Created an SQL database to record and encrypt user data

Engineers Without Borders

Sept. 2015 – May 2016

LOGISTICS DIVISION LEADER

- Led a team of 15 students to collect and analyze resource and materials data for a trip to India to construct solar panels for impoverished schools
- Maintained relations with overseas contact in India to determine build site and allocate resources

Engineering Design: Over Sand Vehicle Project

Aug. 2015 – Dec. 2015

TEAM LEADER

- Managed a team of 8 students, designing and producing an autonomous robot capable of crossing hazardous terrain within a projected timeline with constraints
- Organized and facilitated all meetings, presentations, and design sessions

RELEVANT LANGUAGES/LIBRARIES/TOOLS

Proficient: Git, Java, C, C++, JavaScript, HTML, CSS, PHP, SQL, Flexbox
Familiar: Unity, Unreal Engine, Node, Express, jQuery

ACTIVITIES/AFFILIATIONS

Game Development Club	Oct. 2018 - Present
Semester Abroad (University of Melbourne Australia)	Feb. 2018 – June 2018
Cyber Security Club	Aug. 2017 – Dec. 2018
Terps Boxing	Sept. 2016 – May 2017
Engineers Without Borders	Sept. 2015 – May 2016

RELEVANT COURSEWORK

Completed

- Algorithms and Complexity
- Object Oriented Programming I & II
- Computer Systems
- Organization of Programming Languages
- Web Design/Programming: Frontend & Backend
- Calculus I & II
- Differential Equations
- Linear Algebra
- Business Statistics
- Number Theory and Cryptography

Completed by Graduation 2019

- Human-Computer Interaction
- Game Programming and Development in Unity
- Advanced Data Structures
- Artificial Intelligence
- Computer Systems Architecture
- Handheld Device Programming
- Applied Probability and Statistics