

# ADAM ELAOUN

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

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College Park, MD  
Expected December 2019

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## 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

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## WORK EXPERIENCE

### Cisco Systems

June 2018 – Aug. 2018

#### SOFTWARE ENGINEERING INTERN

[https://github.com/AdamElaoud/Intern\\_Site](https://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

<https://github.com/AdamElaoud/adamelaoud.github.io>  
<https://adamelaoud.github.io>

- Designed a personal website as an interactive resume
- Developed website with JavaScript, JQuery, HTML, and CSS
- Designed to be a responsive and interactive UI with CSS Flexbox and JavaScript respectively

### Detective Ink

February 2019 – May 2019

<https://github.com/AdamElaoud/Ink>  
<https://adamelaoud.itch.io/ink>

- Individually designed and developed a 2D puzzle platformer from scratch
- Designed puzzles to teach mechanics without explanation, but rather, through level design
- Developed in Unity
- Created all art assets from scratch with Pyxel Edit

### Leap

April 2019

<https://github.com/AdamElaoud/Leap>  
<https://ldjam.com/events/ludum-dare/44/Leap>

- Individually designed and developed a 2D platformer from scratch
- Created upgrade and random level generation systems
- Developed in Unity in just over 48 hours for Ludum Dare #44
- Created all art and music assets from scratch with Pyxel Edit and Bosca Ceoil, respectively

### Project Sync

Feb. 2018 – Mar. 2018

[https://github.com/AdamElaoud/Project\\_Sync](https://github.com/AdamElaoud/Project_Sync)  
<https://projectsync.tumblr.com/>

- Developing (on hold) 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
- Developed in Java with art and music created in Pyxel Edit and Bosca Ceoil, respectively

### One-Shot Survival Game

Mar. 2018

[https://github.com/AdamElaoud/One\\_Shot\\_Game](https://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

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## PROJECT LEADERSHIP EXPERIENCE

### Game Development Club

Oct. 2018 – Dec. 2018

LEAD DESIGNER

- Led 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

[https://github.com/AdamElaoud/Calendar\\_Sharing](https://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

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### RELEVANT LANGUAGES/LIBRARIES/TOOLS

**Proficient:** Git, Java, C, C++, JavaScript, jQuery, HTML, CSS, PHP, SQL, Python, Bootstrap, Flexbox, Photoshop, Illustrator, Unity Engine

**Familiar:** Unreal Engine, NodeJS, Express

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### 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

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### 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 Summer 2019

- Human-Computer Interaction
- Game Programming and Development in Unity
- Advanced Data Structures
- Advanced Statistics
- Computer Systems Architecture