Adam Lembo

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Education:

William Peace University

Bachelor of Arts: Simulation and Game Design -May 2023

Wake Technical Community College, Raleigh, NC

Associate of Applied Science: Simulation and Game Development - July 2021

- Phi Theta Kappa Member February 2021
- National Society of Leadership and Success Member January 2020
- Studied abroad in Salzburg, Austria taking a business management course. June-July 2019

Experience:

Triangle Esports Academy, Unity Instructor Intern: January 2023 – May 2023

- Created a Course plan to create a project and tutorial for kids 12-18 years of age.
- Worked with a supervisor and created a series of videos.
- Gained experience instructing complex topics.

William Peace University Tutor for SGD: September 2022 - May 2023

- Has gained experience assisting students in their understanding of technical subjects
- First Tutor for SGD at William Peace University.
- Duties include sitting in on classes and assisting the professor as part of the classroom experience, as well holding office hours.

William Peace University, Software Development Intern: June 2022 – August 2022

- Continued Work on a student project over the Summer for the Marketing Department.
- Gained Experience doing paid work for a client.
- Created an interactive Virtual Environment depicting the University Welcome center, in order to help prospective students, learn about our college in an interesting way.

Technical Skills:

- **Gameplay Programming:** C# programming using the Unity game engine, Blueprint programming using the Unreal 5 Game Engine.
- Al Programming: Experience in creating Artificial intelligence in the Unity game engine, created advanced state machines that made Al act dynamic when interacting with the player.
- Level Design: Knowledge of creating levels and block-outs in the Unreal Engine.

- 3D Modeling & Texturing: Maya and Substance Painter.
- Other Skills: Swift, HTML5, and JavaScript.

Certificates:

Wake Technical Community College, Raleigh, NC

• Certificates in Simulation and Game Development: Fundamentals I&II, Quality Assurance, and Programming.

Simulation and Game Development Projects:

- "WPU Welcome Center Virtual Tour", School Project | William Peace University | Jan 2022 August 2022
- One of two programmers working on the VR project.
- Modeled and created art assets to replicate the Welcome Center accurately.
- Optimized and polished the project to a fully functionable state.
- "Rad Rabbit", Capstone Project | Wake Technical Community College | May 2021-July 2021
- Lead and organized a team of programmers under the supervision of a project lead.
- Designed an AI system showcasing complex and dynamic movement and actions.
- Utilized State machine behaviors to enhance player experience when interacting with Al.
- Presented final projects to senior software developers and peers for constructive feedback

Other Experience:

Boy Scouts of America

Volunteer: Jan 2007- April 2017

- Eagle scout award
- Designed, planned, and executed a personal community service project, as well as instructed a team of 15+ volunteers.
- Coordinated and organized events and outings for the troop.