ADAM BRZOZOWSKI
INTERACTIVE DEVELOPER

PERSONAL

Birthday	28th August 1980 (39)
Relationship	Married
Born	Dallas, TX
Languages	English

CONTACT

Email	adamcbrz@gmail.com
Address	140 Oakbrook Dr. Coppell, TX 75019

WORK

Experience	15+ years
Currently	Technical Director

EDUCATION

Degree	BBA Management

SOFTWARE

- Unity
- Unreal Engine 4
- Adobe Photoshop
- Adobe Illustrator
- Adobe Animate
- C#
- C++
- ActionScript

TIMELINE

2018 — **Technical Director**
Sector 5 Digital
Fort Worth, TX

2011 — **Lead Interactive Engineer**
Bottle Rocket
Addison, TX

2007 — **Lead Developer**
AM Design
Hurst, TX

2004 — **Network Administrator**
Harte-Hanks
Grand Prairie, TX

2004 — **Freelance Developer**
Remote

2004 — **BBA Management**
University of Texas at Arlington
Arlington, TX

ABOUT ME

Software developer with more than 15 years of experience coming up with the right solutions. I focus on bring great User Experience to life using an array of different technologies.

REFERENCES

Jake Brown
Creative Director at Cultivate
E thejakeshow@hotmail.com

Jason Williford
Senior UI Artist at id Software
E jason.williford@gmail.com

ONLINE PROFILE

Twitter
www.twitter.com/adambrz

Linkedin
www.linkedin.com/adamcbrz

PROJECTS

Bell CES 2020
https://youtu.be/ilcSNeQ1gpA?t=133
Roll: All Direction and Programming
Interpreted Design direction and build a LED city that ran from 8 servers in unison. Events would be triggered and responded to on all machines. Using Unreal Engine 4, we programmed the AI in both the buildings and the floor traffic. Included 2 scenarios that would affect the city to show case how the air craft would respond to severe weather conditions and emergency services.

Bell CES 2019
http://sector5digital.com/portfolio/ces-2019/
Roll: Technical Direction and Programming
Architected a manor to overlay effects onto a video from 5 different camera angles. Built in Unity and operated based on event timing. This allowed us to augment different scenarios and paint schemes on to the Bell Nexus. Also developed an AR App for iPad to allow people to experience the stories outside of the presenta-tions.

Future Flight Control 1.0
http://sector5digital.com/portfolio/bell-future-flight-con-trols/
Roll: Technical Direction and Initial Programming
The client came to us with a project already in X-Plane and wanted to make a tradeshow ready experience where they could collect data on different controller setups. As technical direction for the project I quoted out the project and planned out how all functionality would connect up through ipad registration process and X-Plane interface. This was developing C++ plugins for X-Plane. Initially I created the ground work for the plugin for rendering a navigation path before passing it off to another developer.

Coca-Cola Freestlye App
https://www.bottlerocketstudios.com/work/coca-co-la-freestyle
Roll: Lead iOS Developer
Worked on updating UI animations and reworking the UI elements for Mixing drinks. Investigated bugs found in the mapping system and transitioned the app to iPhone X.

Pants!
https://youtu.be/37FaI79mJW0
Roll: Programmer
Programmed all of the experience in unity. Worked with Senior Artist to define the best art pipeline.

Pfizer VR Tour
https://www.bottlerocketstudios.com/work/pfizer
Roll: Lead Developer
Built in Unity, it was a Gear VR experience that showcased 360 video. I had artwork provided but all implementation and programming was done by me.

UNRELEASED/R&D

Heroes of Midgard
https://www.youtube.com/watch?v=Irmm0bUceCE
Roll: Many
Programmed most of the UI and animations. Worked with Senior Artist to implement and refine his designs.

Pizza Hut App
Roll Senior iOS Developer
Archietected and implemented the UI Alert System. Allowing it to be updated based on form content from other developer.

R&D 360 Video
Did a internal research project to compare the benefits of running 360 video nativly vs Unity. Built 3 demos for android. Unity, Java Google VR, and C++ OpenGL.