Adam Clark – Programmer / Designer / Artist

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SKILLS
Programming and Software
- **Languages**: C++, C#, Javascript, HTML, Python, Ruby, Java
- **Software**: Adobe Creative Suite, Unreal Engine 4, Unity3D, Visual Studio, Sketch, Git, Perforce

Professional
- **Versatility**: Technically skilled in programming, art, and design.
- **Leadership**: Worked as technical leader to organize and manage projects. Experienced in task, scope, time, and team management as well as overseeing version control for large projects.
- **Technical Design:** Experienced in writing large technical documents outlining project requirements, specifications, scope, and flow charts. Experience with web, game, UI/UX design.

EDUCATION
B.A. in Digital Media - Game Design - University of Central Florida, Orlando, May 2015
As a game design graduate from the University of Central Florida, I benefit from a highly unique and diverse educational experience that focused on design, programming, and art. During my time at UCF I developed a passion for programming, further improved my artistic skill set, and mastered the fundamentals of design. As much of my degree centered around teamwork, I also gained ample experience working within and leading groups of other designers, programmers, and artists.

PROFESSIONAL EXPERIENCE
.decimal Astroid: C++: Programmer   Team of 6   Aug 2015 - Present
- Designed, coded, implemented, and tested features and modules of treatment planning software as part of an agile team
- Participated in bi-weekly sprint reviews to discuss issues, track progress, and plan implementation of new features according to project deadlines and user requirements
- Wrote, reviewed, and debugged C++ code daily
- Designed, enhanced, programmed, and tested UI/UX features
- Developed automated unit tests and conducted quality assurance testing
- Authored software requirements, verification/validation protocols, and other documentation
- Communicated with users to track issues/bugs, gather requirements, enhance usability, and test/verify individual components

Laser Gator Studios:UE4/Unity3D: Technical Lead   Team of 3   Jan 2015 - Present
- Oversaw all technical aspects and requirements of video game projects, authored technical documentation
- Established and maintained version control for Unreal Engine 4 projects with Perforce/Hamachi
- Managed team of programmers, assigned and reviewed programming tasks
- Designed and programmed game/player controllers, mechanics, AI, and other features
- Designed, programmed, implemented and created art assets for game UI/HUD
- Designed, programmed, tested, and debugged game levels and individual objects/features
- Modeled, skinned, rigged, and animated 3D assets in Maya
- Setup character animation blueprints in UE4
- Created 2D art assets for concept art, UI/HUD, and animated 2D characters

Unreal Engine 4:

Emergence: Blueprints/C++: Technical Lead   Team of 15   Sept 2014 - Dec 2014
Emergence is an FPS/tower defense game set in virtual world. I lead and was responsible for a team of 5 programmers and managed all technical aspects of the project. I authored documentation outlining the technical requirements, objectives, and challenges of the project. I set up version control using perforce/hamachi, scripted player mechanics and enemy AI, designed and implemented UI/UX, and reviewed/approved others work.