

Adam Clark – Programmer / Designer / Artist

www.adamclark.info

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SKILLS

Programming and Software

- **Languages:** C++, C#, Javascript, HTML, Python, Ruby, Java
- **Software:** Photoshop/Illustrator, 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 developing game mechanics, UI/UX, controllers, and AI.

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

- Wrote and maintained C++ code for radiation therapy treatment planning software
- Reviewed, tested, and debugged code written by others
- Designed, enhanced and implemented UI/UX components
- Wrote design/input requirements and other required documentation
- Experienced working with Visual Studio, Git, Python, REST, AWS, C#, JIRA, Javascript, CMake, Jenkins, PostgreSQL
- Experienced working inside of an agile development environment with tight deadlines

Laser Gator Studios:UE4/Unity3D: Technical Lead

Team of 3 Jan 2015 - Present

- Technical Lead of a start-up game development team
- Designed, implemented and managed all programming aspects of projects
- Developed projects for various game jams, hackathons, and competitions

Unreal Engine 4:

Emergence: Blueprints/C++: Technical Lead

Team of 15 Sept 2014 - Dec 2014

Emergence is an FPS/tower defense hybrid set in virtual world where you build defenses and use your special abilities to defend yourself against waves of enemies. I lead a team of 5 programmers and managed all technical aspects of the project. I set up version control using perforce/hamachi, scripted player controller, developed enemy AI, designed and scripted UI/UX, and reviewed/approved others work.