

Preston Adams

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Career Goal:

To develop Games that innovate in game mechanics and design

EDUCATION:

Sophomore, DePaul University, Chicago IL

Bachelor of Computer Science: Game Systems Concentration 2021 *expected graduation date*

Relevant College Classes taken:

-Data Structures and Algorithms

-Optimized C++

-Computer Systems I & II

Earned High school diploma *May 2017*

Coding Languages I work with

C++, C#, C, Lua, Java, Python

My Github Portfolio:

<https://github.com/DwayneSpades>

Coding Experience:

-Participated in many game jams:

<https://dwaynedev.itch.io/slime-escape>

<https://devpost.com/software/demonhacks-2017>

<https://globalgamejam.org/2018/games/human-touch>

-Have experience working on VR (Virtual Reality) Games in Unity