

Preston Adams

Self motivated and constantly learning with each new game project. In pursuit of new opportunities to test his skills.

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[Portfolio Website](#)

EDUCATION

DePaul University — Bachelors in Computer Science

Graduated: **June 2021**

GAME PROJECTS - projects I've worked on

Zed Cipher — Project Lead/ Programmer, Music Composer, 3D Artist

My Capstone Project for university. Made in Unity with C# and playable from the web browser. I programmed, modeled and animated characters, and composed the music for the game project. I outsourced tasks for SFX creation, and commissioned an illustrator for 2D art for the Title.

<https://dwaynedev.itch.io/zed-cipher>

Bat Out of Hell — Lead Programmer, Music Composer

I teamed up with some of my classmates to do a Game Jam project in 72 hours. I was the programmer and music composer for our team. The game was made in Unity with C#. Our Game Ranked 11th out of 108 entries.

<https://dwaynedev.itch.io/bat-outta-hell>

Relevant College Courses:

Game Engine Programming I-II — Jan - March, 2021

In this course I developed a 3D game engine in C++. I implemented a skeletal animation system as my research project in the class.

https://www.youtube.com/watch?v=o_qqEZzh2yY&list=PL8oyLBlvB6ccr44MalkZZIV_3EsSdrp7p&index=1&t=73s

Graphics Programming — Jan - March, 2021

A class where I was tasked with creating a 3D Rendering Engine in C++ with the DirectX 11 Graphics API over the duration of the class.

https://www.youtube.com/watch?v=8Tu6J8iYlm8&list=PL8oyLBlvB6ce18Pr_ryUVAgSW002ufAOu&index=1

SKILLS

- Knows when and how to use Design Patterns
- Design for code architecture on Game Engine Systems
- Game Development Tools Creation
- DirectX11 Graphics Programming
- HLSL Shader development
- Game Prototyping Skills
- Network Programming with libgren API

AWARDS

Programmed a Game that Ranked 11th out of 107 entries overall in MiniJam#69:

<https://itch.io/jam/mini-jam-69-hell/rate/854812>

Languages I've programmed with

C++: 7 Years
C: 6 Years
C#: 6 Years
LUA: 6 Years
Python: 3 year
JAVA: 3 years