

Preston Adams

A Programmer with a focus on: Gameplay, Dev tools, and Game Engine creation

109 Oxfordwill ct.
Madison, AL 35752
(256) - 206 - 0652
dwaynespades@gmail.com

PORTFOLIO

Itch.io: <https://itch.io/dashboard>

Github: <https://github.com/DwayneSpades>

EDUCATION

DePaul University, Chicago IL — **Computer Science:**

Game Systems Concentration

Expected graduation in 2021

Currently a Junior in the Computer Science Program

Relevant courses taken:

- Applied 3D Geometry
- Object Oriented Game Development
- Optimized C++

Game Portfolio Highlights

3D Engine — developed in the Love 2D framework:

[3D Engine Demo – Spin the cube or let the cube spin for you](#)

By creating classes and functions to facilitate matrix calculations I was able to use the draw calls in the Love 2D Frame to draw 3d models from .obj files that were read with a file parser I wrote. A simple Z-buffer organizes the draw order of models. Optimizations to the engine include limiting the amount of calculations done by condensing transforms and implementing culling. The engine can be used to display background environments for other game projects done in the Love 2D framework.

Gunner Zed— developed in the Love 2D framework:

[Gunner Zed Pico 8 Web Browser Demo](#)

[Devlog showing the games current state](#)

A shoot-em up (shump) game I'm developing. A Prototype was developed in Pico 8 and is playable from the web browser on [Itch.io](#). In its current state a 3D engine was developed to render background elements and fore-ground gameplay objects are being optimized for performance with design patterns.

Programming Languages

C++ 4 years

C# 2 years

C 4 years

Lua 4 years

Java 2 years

Python 2 years

Game Engine Experience

Unity 1 year

Godot less than 1 year

Game Maker Studio 1 year

Pico 8 3 years

Love 2D 4 years