# Preston Adams

Game Programmer, Always working on game projects, bringing my ideas to life through code.

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**GitHub:**
**https://github.com/DwayneSpades**

## Education
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- Bachelors in Computer Science - Concentration: Game Systems, DePaul University (Graduated : 8/22/2021)

## Employed at TCS: Currently Assigned to Boeing Software Development Team
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- Joined experienced team of Boeing software developers and designers to reduce backlog
- Collaborated with team members to provide professional software engineering service to our clients
- Used Git Bash console for scripting and version control
- Used React.js to work on Front-End website UI
- Used Bash and Gitlabs CI YAML Scripting to automate Oracle SQL query testing on Boeing databases
- Worked with feedback from Team to add helpful features to Bash test pipeline:
  - Multiple tests run in parallel
  - Return result comparisons between tests in file using tab separated format
  - The ability to test against different services within the same data center

## Game Project Highlights
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**Games Portfolio:** https://dwaynedev.itch.io/
**Portfolio Website ():**
**https://dwaynespades.github.io/PrestonAdamsResume.github.io/**

**Third Person Character Controller Demo** - Role: Programmer / Artist / Music Composer
Gameplay Video: https://twitter.com/DwayneDev_/status/1555307015093772288
Play Demo: https://dwaynedev.itch.io/witch-character-control-demo

- State-Machine driven player character
- Character dynamically tilts during running animation when turning around at a sharp angle
- Camera Collision Prevents it from clipping outside level
- Camera can lock onto enemies and strafe while keeping player character on screen
- When locked onto enemy you can dodge roll left or right around the enemy
- Sliding wall Collision code to detect walls and corners to stop or redirect player's velocity

**Zed Cipher** - Role: Project Lead/ Programmer, Music Composer, 3D artist
Gameplay Video: https://www.youtube.com/watch?v=_MCxYsHryZY
Play Demo: https://dwaynedev.itch.io/zed-cipher

- My Capstone Project for university.
- Made in Unity with C# and playable from the web browser.
- I organized and issued tasks to my team for SFX creation, and commissioned an illustrator for 2D art for the Title.

## SKILLS

- Communicates well in teams
- Bash/Linux Scripting
- Git Command Line
- Perforce
- Jira
- Taiga
- Design Patterns
- Prototyping Skills
- Game Development Tools Creation
- GLFW
- DirectX11
- OpenGL

## AWARDS

Developed Game that Ranked 11th out of 107 entries in MiniJam#69:
https://itch.io/jam/mini-jam-69-hell/rate/854812

Developed Game that Ranked 23rd out of 120 entries in MiniJam#83:

https://itch.io/jam/mini-jam-83-dread/rate/1103491

## Languages I've worked with

C++, C#, Java, Javascript, Bash, Lua, Python, HTML, CSS

## Relevant College Courses:

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

I developed a 3D game engine in C++. For  my independent research project I implemented a skeletal animation system in my engine.
https://www.youtube.com/watch?v=0_qqEZZh2yY&list=PL80yLBlvB6ccr44MaIkZZIV_3EsSdrp7p&index=1&t=73s

### Real-Time Game Networking— Jan - March, 2021

A class where I was tasked with creating Networking code for a 2 player top down shooter. I wrote a data driven command system for client and server, A game input Replay system for automated gameplay  testing, and Client-Side prediction
https://www.youtube.com/playlist?list=PL80yLBlvB6cfU3IgT9cuznrXreht9-jy2